



MARIO PAINT™

Nintendo®

PLAYER'S GUIDE

The complete guide to the unlimited possibilities of Mario Paint from the pros at Nintendo



MARIO PAINT

PLAYER'S GUIDE

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MARIO PAINT MAKES IT ALL POSSIBLE

Welcome to the world of Mario Paint, where masterpieces of many kinds are possible. Are you interested in art? Intrigued by animation? Itching to make a music video? Mario Paint has the tools—and in this Player's Guide, we'll show you how to use them. We'll go beyond the basics. If you thought painting was all there was to the program, you'll be surprised by its other possibilities.

In the first section, we'll show you how to create animation with Custom Stamps, using the same techniques that real game developers use to animate their games. Next comes a section that demonstrates the stamp animation techniques at work, complete with music. After animation comes the music section, where we show you how to use the Mario Paint Music Mode to score either your origi-


nal compositions or your favorite songs.

Following that, we'll plot the steps to making a video greeting to send to a friend. Whether you want to invite a friend to your birthday party or send your mom a mother's day greeting, you'll see what it takes to make it great.


Then we move on to the ultimate: creating a music video using original animation that you design to accompany the song of your choice.

We'll show you how to create some fun games that you can actually play using Mario Paint and, finally, we'll wander through the Mario Paint Gallery.

It's all designed to show what you can do with this amazing Game Pak so you can make the most of Mario Paint. Just imagine the possibilities.



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FOR THE MOST COMPLETE GAME COVERAGE FROM THE PROS**



MARIO PAINT

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PLAYER'S GUIDE™

MARIO PAINT





MARIO PAINT: A HISTORY

PART STUDIO, PART GAME, PART TOOL, PART IMAGINATION—MARIO PAINT IS A GLIMPSE OF THE FUTURE



There's never been a program quite like Mario Paint. Computer paint programs may be more sophisticated, but they don't cover as much ground. Mario Paint lets you draw, animate, create music and play—and it does it in such easy ways that you can master the basic skills in just minutes. That wasn't always the story for artists, as you'll see in this brief look at the precursors to Mario Paint



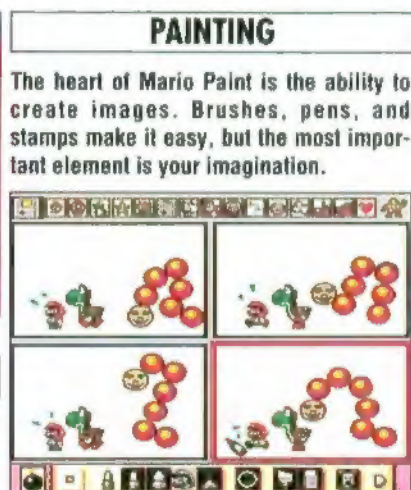
SUPER NES MOUSE

Mario Paint's Mouse interface adds a new dimension to the Super NES. Pointing and clicking allows precision movement for the creation of video masterpieces.



ANIMATION

Once it was enough to create still images, but today we expect more. Life moves, and so should our images of it.



MUSIC

In the age of the Walkman, the idea of doing anything without music is almost inconceivable. MP rocks!



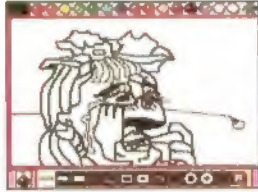
1900-1940

PAINTING

PICASSO/CRYING WOMAN (1937)

DRAWING

Pablo Picasso painted *Crying Woman* at about the same time he painted his haunting anti-war protest, *Guernica*. The surrealist/cubist style of both paintings can be reproduced using the drawing tools of Mario Paint.



ART HISTORY 1900-1940

1914—De Chirico

1931—Dali

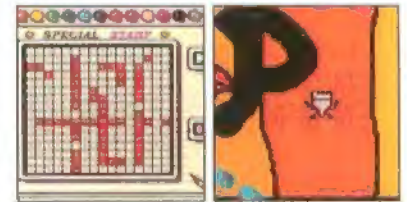
1934—Kandinsky

1937—Picasso



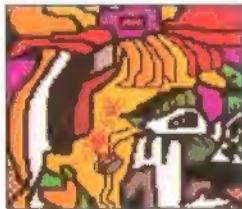
PAINTING

Picasso used whatever colors he wanted in his work. His introspective "Blue Period" art was characterized by shades of blue. In Mario Paint, you can use the Paint Brush tool to fill in areas with solid colors or textures to approximate Picasso's choices.



AIR BRUSH

Techniques for shading and creating other effects were done by hand in the original *Crying Woman*, but the artist using Mario Paint can save time by using the Air Brush tool.

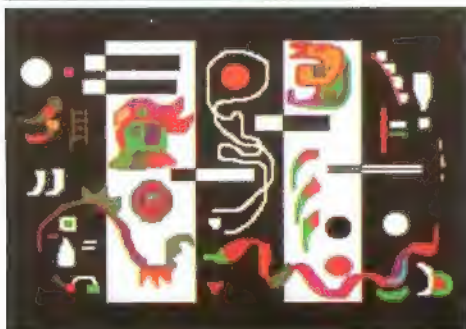


STAMPS

In cases like this where repeated patterns are used, Mario Paint's stamp tool lets you create the pattern with ease.



KANDINSKY (1934)



DE CHIRICO (1914)



DALI (1931)



1940-1960

ANIMATION

PETER PAN (1957)

PATHS

In Disney's *Peter Pan*, Peter could swoop and soar like a bird. Even short sequences, however, took dozens of frames. In *Mario Paint*, the Path tool lets you move your animation across the screen.



The next innovation setting the stage for *Mario Paint* was the art of animation. From 1940 to 1960 most of the classic Disney animated films were produced. The smooth, life-like animation made possible the creation of fairy tales and fantasies.

ANIMATION HISTORY 1940-1960

1941—PINOCCHIO

1951—ALICE IN WONDERLAND

1957—PETER PAN

1959—SLEEPING BEAUTY

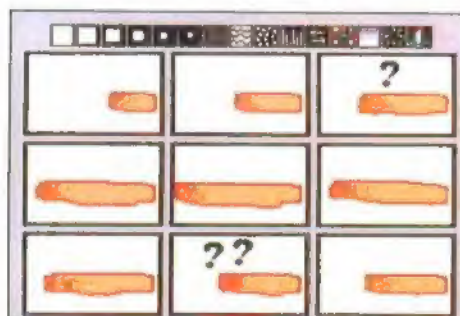


COPYING

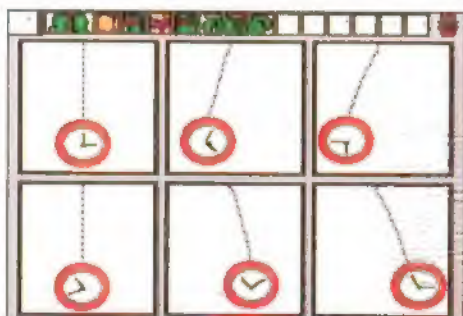
Still images in animation frames must be virtually identical. The Copy tool in *Mario Paint* makes such precision possible.



PINOCCHIO (1940)



ALICE IN WONDERLAND (1951)



SLEEPING BEAUTY (1959)



1960-1990

MUSIC

STAR SPANGLED BANNER (1812)

YOUR OWN ANTHEM

Lots of rock artists have created their own renditions of the Star Spangled Banner. You can do it, too, by adding new notes or changing the rhythms.



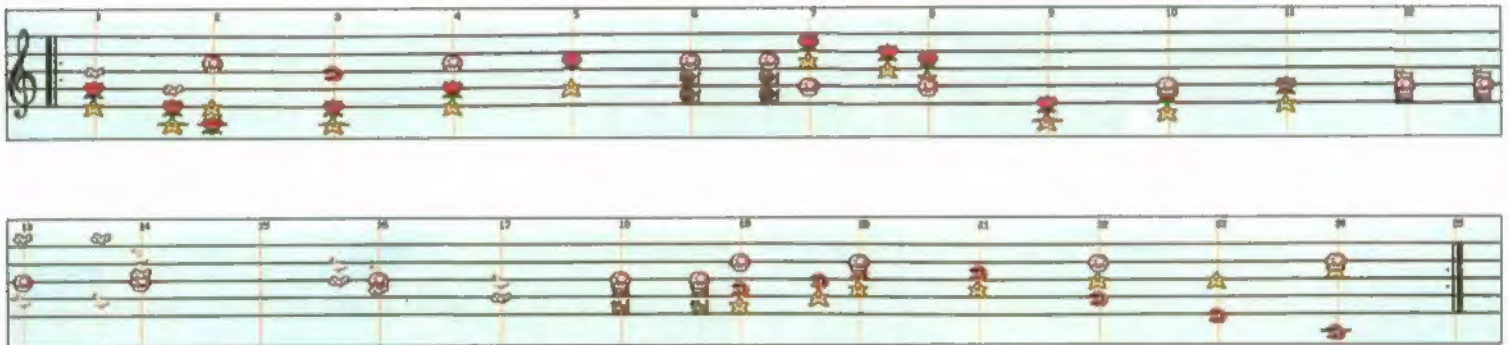
MUSIC HISTORY 1960-1990

1967-VELVET UNDERGROUND AND NICO

1984-BRUCE SPRINGSTEEN

1988-JOHN LENNON

1991-GUNS 'N ROSES



MAKE YOUR OWN ALBUM

Take a song like the Star Spangled Banner, jazz it up or make it rock, then create your own album cover in Mario Paint. If pop stars made their albums this way, they might look like the examples below.



TEMPO

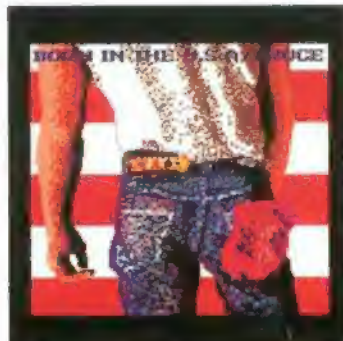
The speed of a song makes a big difference. If the Star Spangled Banner is sped up, it is almost unrecognizable.



Velvet Underground And Nico (1967)



Bruce Springsteen Born In The U.S.A (1984)



John Lennon Imagine (1988)



Guns 'N Roses Use Your Illusion II (1991)



1990-

THE 90s

MARIO PAINT/NINTENDO (1992)

ANIMATION

Mario Paint is a surprisingly powerful multimedia tool. With a little skill and creativity, you can make your own music videos, announcements, and even cartoons.



The images that define today's culture primarily come from video. From CNN to MTV, people around the world share this ever-changing, electronic stream of pictures. Where does Mario Paint stand? Mario Paint puts you in the picture-creating, not just watching.

MARIO PAINT HISTORY 1990-?

- 1992—Mario Paint Introduced
- 1993—Mario Paint Player's Guide
- 1997—First Mario Paint Exhibit
- 2007—Mario Paint Institute Opens



ART

If you can see it, you can draw it. This book will help you learn how to use Mario Paint effectively and how to create images you didn't dream were possible. Virtually every image you see in this book was created on Mario Paint!



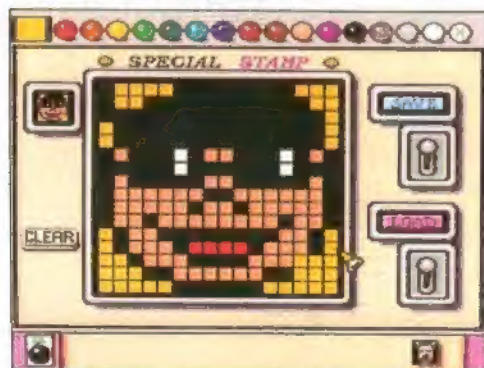
MUSIC

If you can hear it, you can play it. Placing notes on the staff is like picking out a song on the piano. Copying sheet music is even easier.

SAVE IT FOR POSTERITY

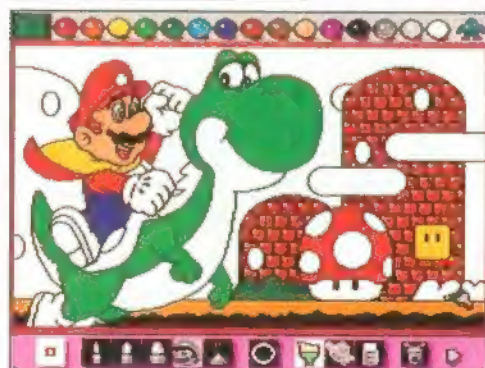
After creating your own masterpieces of animation and still-life, record them with your VCR to create a library of images.

STAMP FACTORY



This Mario Paint Player's Guide does more with stamps than the U.S. Postal Service. The reason for the preoccupation is that you can copy anything using stamps!

COLOR A YOSHI



Mario Paint is for all ages. Young artists can use Mario Paint as a coloring book while older artists will want to use every aspect of the program.

GAMES INSECTS PLAY



For artists who are using a mouse for the first time, the designers of Mario Paint included a game that teaches mouse skills. Gnat Attack is a whole swat of fun.

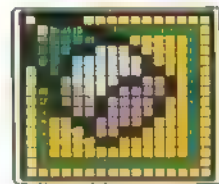
STAMP ANIMATION

In this chapter, we'll show you how to make Custom Stamps and use them in Mario Paint's Animation Mode to create your own animated scenes, much like professional game designers do.



CONOGRAPHY

Once you're in Mario Paint, you'll notice a row of symbols at the bottom of the screen. These are the icons that control Mario Paint. To save a picture, choose the disk icon. To erase a screen, click on the eraser icon. What the Undo Dog icon represents is anyone's guess. Maybe it's just dog-gone!



MR. CRAYON

Say hello to Mr. Crayon. Sometimes he's blue and sometimes he's yellow. This doesn't mean he's sad or chicken, but indicates either a Color Bar or Stamp Bar.

CURSOR

The cursor can be a pen, an arrow, a dot, a shape, a stamp or just about anything else.

ARROW

A click of the Arrow moves you between the Drawing Toolbox and the Command Toolbox.

TITLE TRICKS

Not everything is what it appears to be. Take the title screen for example. Try clicking on the letters to see what happens.



ROTATE/FLIP

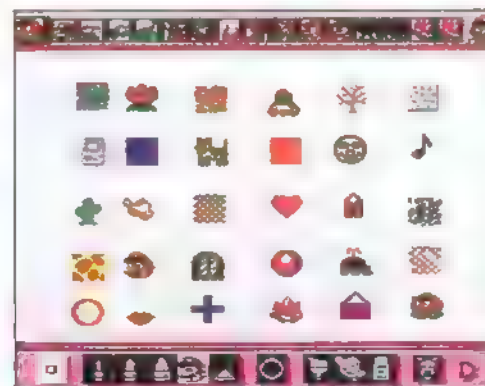
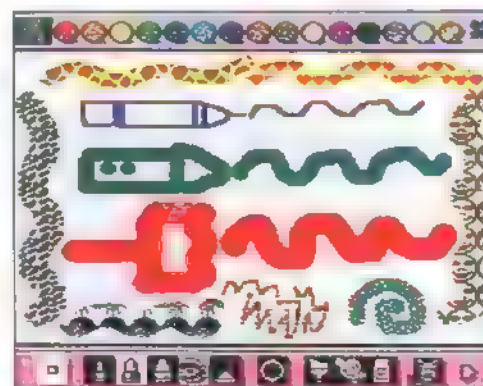
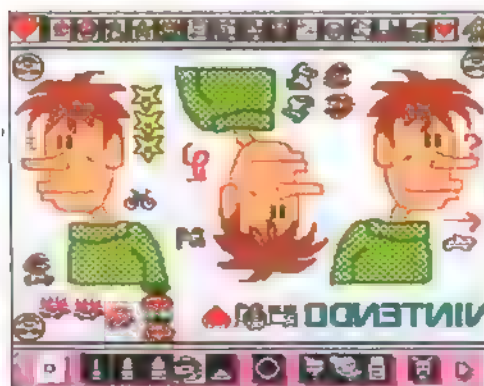
Both lazy and smart artists reduce the work load by rotating and flipping stuff rather than redrawing it. Just about anything can be flipped and flopped, from stamps to letters.

PENS

The choice of pens in Mario Paint is virtually unlimited. Not only can you doodle with the standard pen sizes already available, you can also create your own unique pens with the Stamp Editor.

STAMPS

You can't mail a letter with Mario Paint stamps, but you can do just about everything else, from making wild animations to reproducing great works of art. And you don't have to lick them!





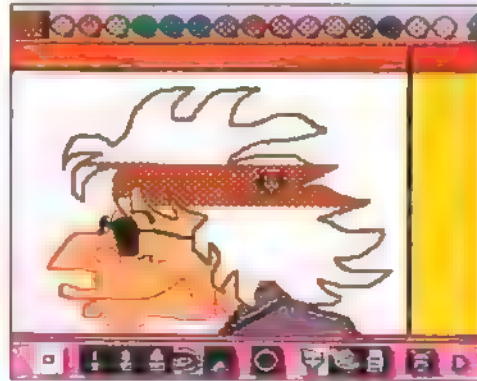
AIRBRUSH

The Airbrush tool “sprays” dots of paint to create a textured look. The Airbrush isn’t limited to spraying colors, though. Try using it with stamps to create unusual designs and backgrounds.



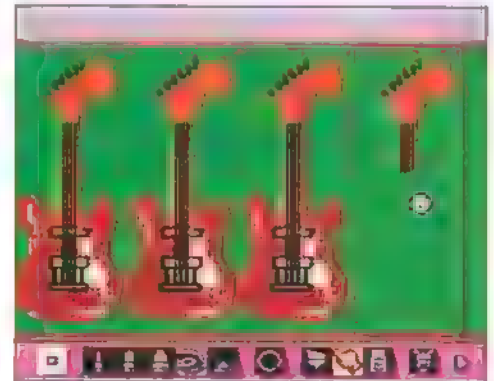
PAINT BRUSH

The Paint Brush tool fills enclosed spaces or open spaces with a single color or pattern. If you have an open shape, you can fill the interior with a color or pattern, or fill everything outside the shape.



COPY

The Copy tool duplicates any part of the Mario Paint board and pastes it to another location. Use it like a stamp to create huge repeated patterns. You can flip it and rotate it, too.



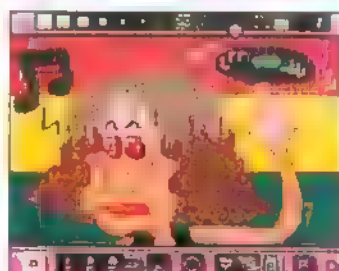
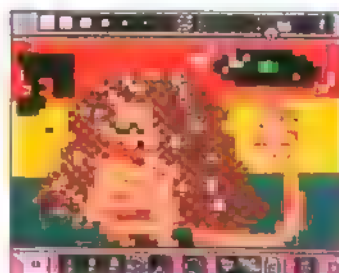
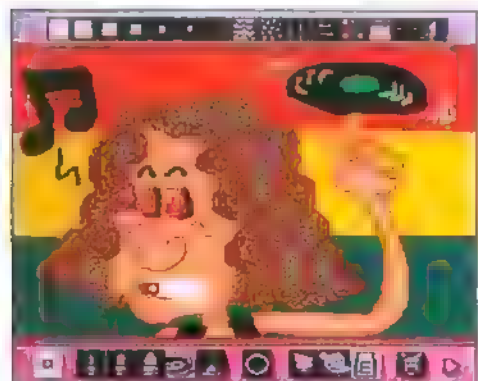
SHAPE TEMPLATES

Use the rectangular and circular templates to create geometric shapes. There is also a straight line with which you can construct your own shapes. Each template comes in three thicknesses and an airbrush sample.



ERASERS

Six pen erasers can be used to clean up parts of the board. Nine board erasers remove everything on the board, and they do it in some pretty interesting ways.



THE UNDO DOG

Clicking on the Undo Dog takes you back a step. It will remove what you painted last, such as a stamp placed or a line drawn.



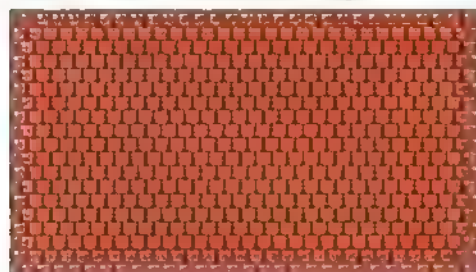


BOMB

When you want to leave a particular Toolbox, click on the Bomb. You'll be blown back to the previous toolbox.

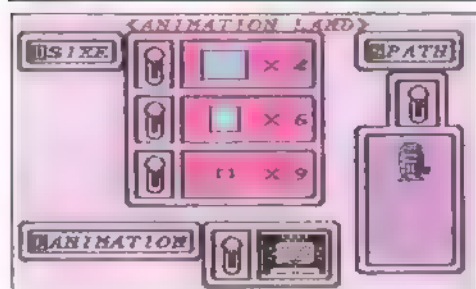
BACKGROUND

Fill the board with a pattern or color before you begin work. Any existing images on the board will be covered up.



ANIMATION

See
Page 14



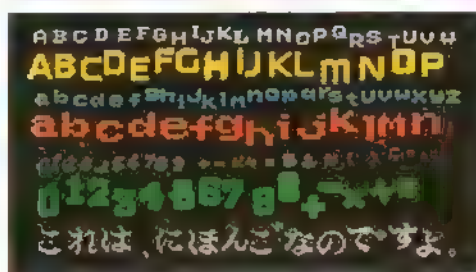
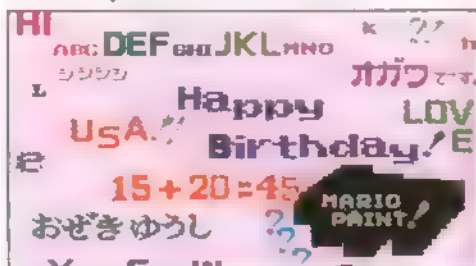
MUSIC SELECT

Turn on any of three saved songs or the mute option.



TEXT STAMPS

Use the Letter Stamps for writing text. They come in upper and lower case sets, numerals and Japanese characters.



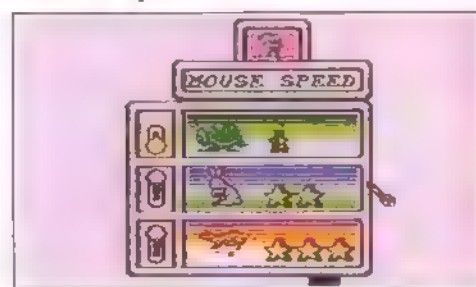
MUSIC

See
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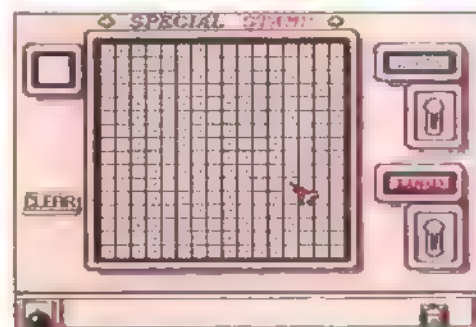
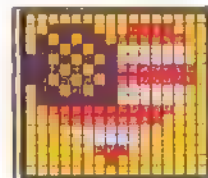
MOUSE SPEED

Choose between three Mouse control speeds.



CUSTOM STAMPS

You can create and save 15 of your own stamps at a time. Many of the special art projects in this book require you to make custom stamps. Think of them as a vast library of picture tools that you can mix and place however you want.



SAVE

See
Page 18



FRAME

Remove the Toolbox and Palette by clicking on the Background icon.



THE COLOR PALETTE

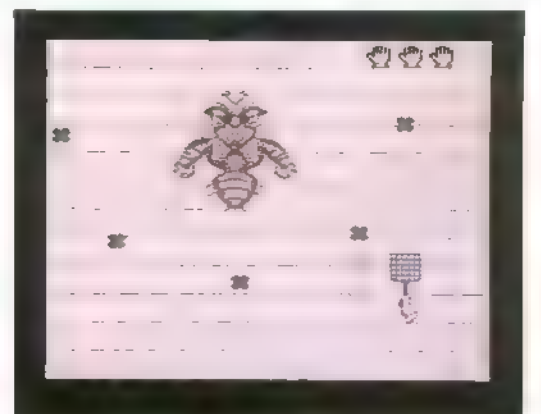
Each color Palette contains 15 colors, textured colors or black and white or color patterns. You can paint any combination of these colors or pat-

terns within a board using any of the tools. The only limit is your imagination. You can also use any of the tools to draw with stamps.



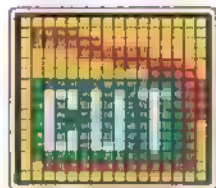
GNAT ATTACK

This game helps develop coordination with the Super NES Mouse. It's also quite a fun challenge!



THE BASICS OF ANIMATION

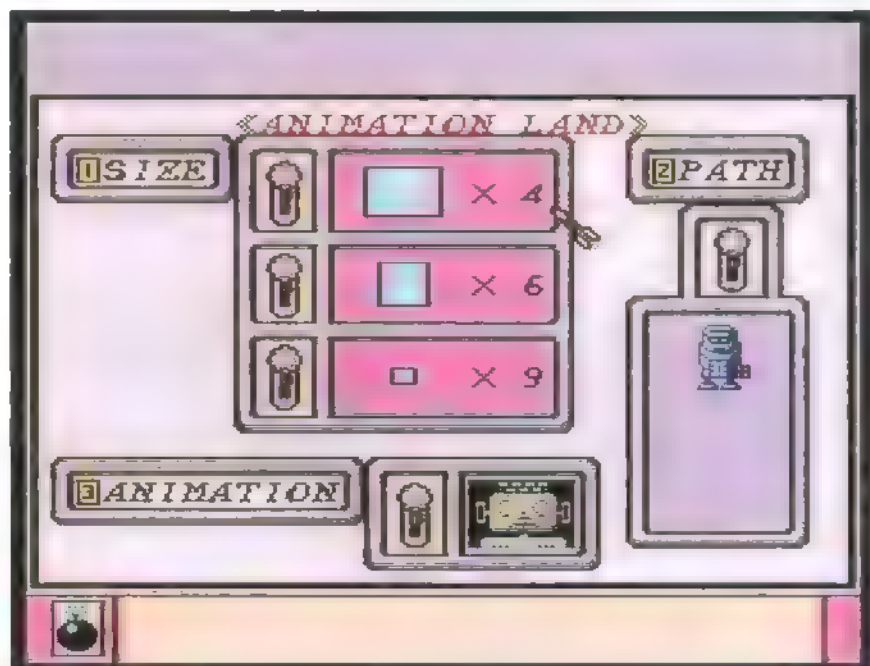
One of the great creative tools of Mario Paint is the Animation Land feature that lets you create real animation in a few easy steps. But before venturing into Animation Land, you have to know the basics, like what is animation. The next two pages should get you started, but there are more in depth looks at what you can do later in this guide.



FRAME ANIMATION

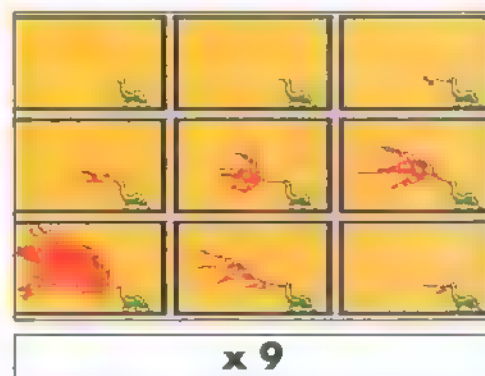
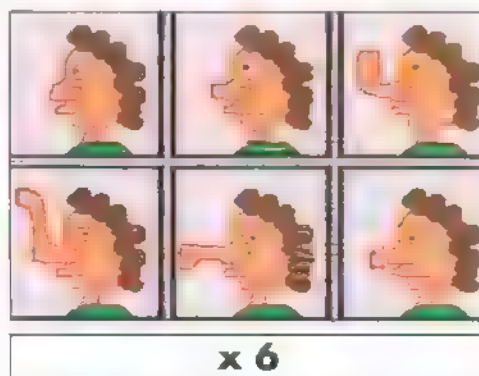
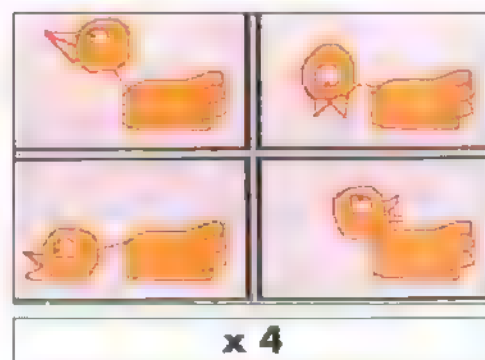
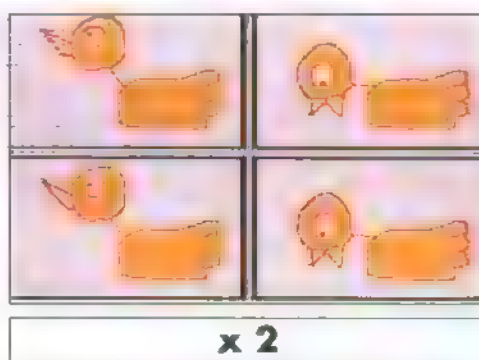
SIZE

Everyone recognizes frame animation in Disney movies or on Saturday morning cartoons, but not everyone knows how it is made. Actually, it's quite simple. An animated sequence is composed of many frames. Each frame has a still image, but the image is slightly different from the picture preceding it and the frame that follows. For the wings of a bird in flight, frame one might have them pointing down, frame two horizontal, and frame three pointing up. When all the frames are shown in rapid sequence, it gives the illusion of a moving image like a bird flapping.



NUMBERS OF FRAMES

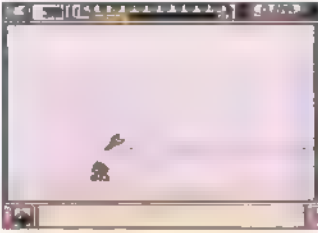
Mario Paint lets you put together up to nine frames of animation in a sequence. There are two important things to remember when choosing the number of frames for your animation. One, more frames means that you can have a smoother, more realistic animation sequence. Two, as the number of frames in your animation increases, the size of each frame decreases. To animate a large character, you can only use four frames. Smaller characters can be animated in six or nine frames. You can also create simple animations with only two or three frames as shown here.



2 PATH

The second part of animating characters in Mario Paint is Path Control. Let's reconsider that bird mentioned above. The bird may be flapping its wings like crazy in your frame animation, but unless you use the Path Control, it won't get anywhere.

The Path Control lets you plot a course for your animated character to follow. It will also show you how long your Path can be. Like with Mario shown below, once you choose a Path and activate the Animation Control, your character moves across the screen.



MOTION 1-FRAMES

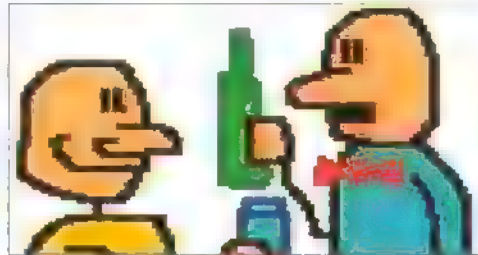
MOTION 2-PATH

= ANIMATION

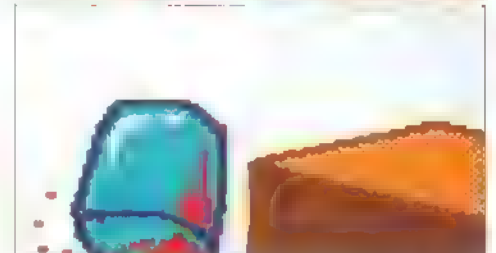
3 ANIMATION

Some types of animation work better than others given the number of frames available in Mario Paint. For instance, in the sequences shown to the right, the animation of a man drinking soda can be repeated endlessly and it still seems to make sense. The animation is logical. He sets the glass down, it is filled, he drinks and sets the glass down! The second animation does not make a logical loop. Once the glass falls, how does it get back onto the counter? Before creating your animation, consider what action you want to occur and if it is a Loop-type animation or a single sequence animation like the falling glass.

LOOP



SINGLE SEQUENCE



SKIPPING

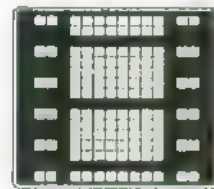
The Path you create on the board does not have to be a connected, continuous line. You can create path segments all over the board. Watch the 0-100 Meter at the top of the board to see how long a Path you can create.



STAMP ANIMATION



Using stamps to create your animated characters has several benefits. For one thing, the image won't seem to warp or flicker, which can happen if the image on one frame doesn't exactly match the following frame's image. Stamps also allow you to create characters detailed right down to the individual dot.



USE CUSTOM STAMPS

Using the Custom Stamp feature, you can create a stamp for each part of a character and several stamps for each part that moves. For instance, if you want a character to raise his arm, you must have two stamps, one with the arm lowered and one with it raised. You are limited to saving 15 total custom stamps, though, so you must be efficient.



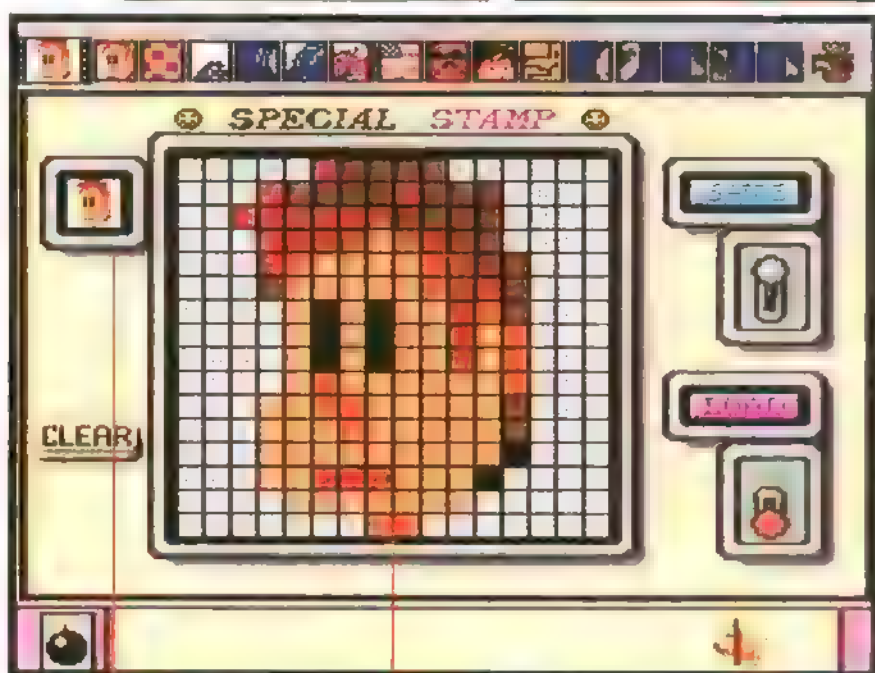
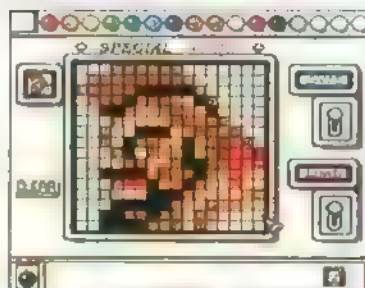
Up to 15 Custom Stamps can be saved in Mario Paint. Hit the Save command, then choose a location for the stamp in the top Palette.



After saving each stamp, use the Load command to review all your saved stamps. They appear in the top Palette and can be selected with your cursor.



This command clears the stamp drawing board of all painted dots.

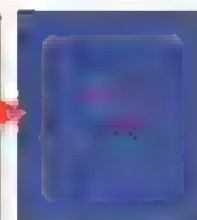
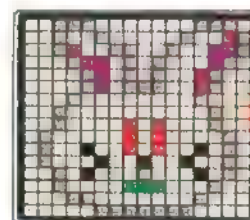
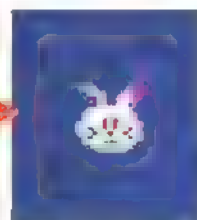
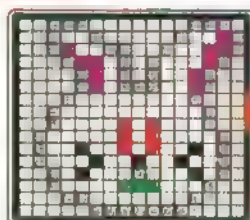


This window shows the actual size of the selected stamp.

The stamp drawing board is much larger than actual size so it's easy to see tiny details.

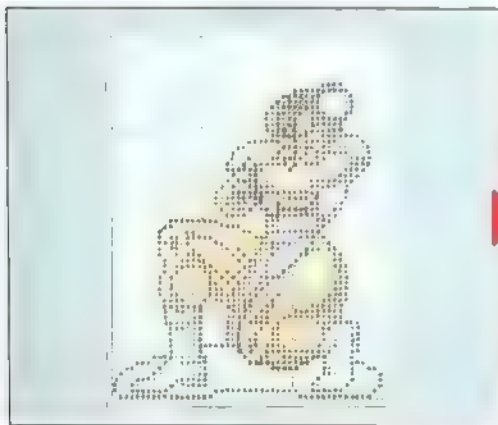
TRANSPARENT vs. WHITE

Don't confuse the Transparent and White options from the color palette. Transparent dots let the background show through. White is solid white.



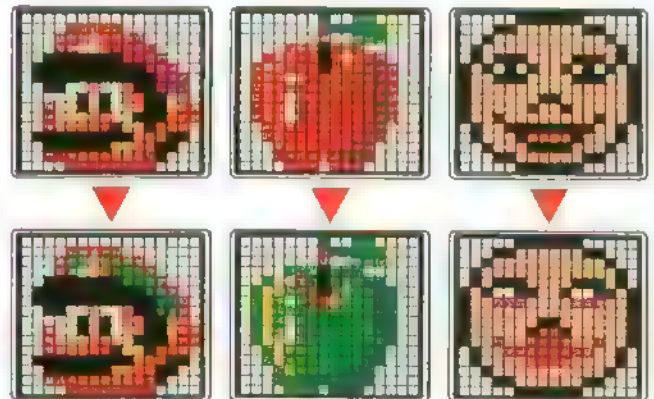
CREATING CHARACTER STAMPS WITH GRIDS

You can draw characters dot by dot from your imagination, or use a grid technique to see where you should place different colors on the Stamp Drawing Board. Since stamps are composed of 16x16 dots, a clear grid of 16x16 placed over a photograph, picture or even a still image on the television screen can be used as a drawing template. You can take any black and white grid to your local print shop to have a transparent grid made.



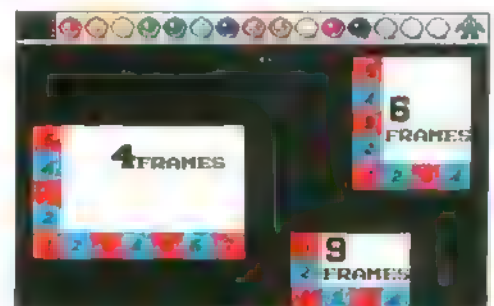
MODIFYING STAMPS

You can use many of the existing stamps in new ways simply by making minor modifications to them. For instance, if you change Mario's clothes from blue to green, you have Luigi! You can save these modified stamps as Custom Stamps for later use.



CHARACTER SIZE

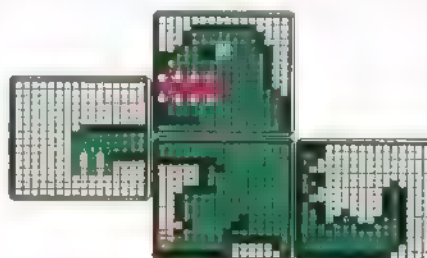
In animation sequences, character size is dependent on the number of frames you are using. In a nine frame animation, you can use at most only 12 stamps in each frame—that's three stamps high by four stamps wide. In a four frame animation sequence, you can use up to 35 stamps. Create your stamp characters after deciding the number of frames for your animation sequence so you know their size limits.



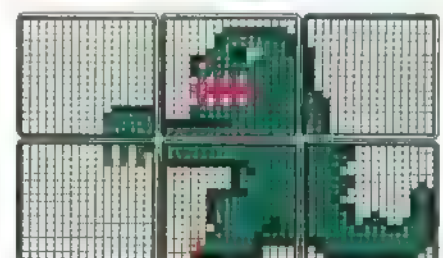
STAMP EFFICIENCY

Use as few stamps as possible to create your characters. You can create more stamps and have more elaborate animation sequences if you do. Illustrated here are two ways to create Godzilla—one efficient, one wasteful.

EFFICIENT



WASTEFUL



STAMPS COME TO LIFE

1 ANIMATION

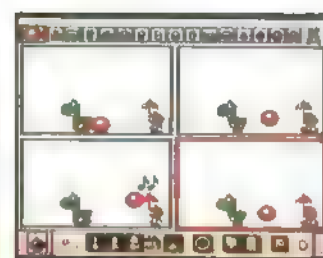
Using the existing library of stamps, you can create animation like this one with Mario and Yoshi. Simple walking animation is easy to produce with only two stamps for each character. Notice how the artist copies the entire frame so that Yoshi and Mario always appear in the same place.



Place the predrawn stamps of the heads of Mario and Yoshi on the first animation frame drawing board.



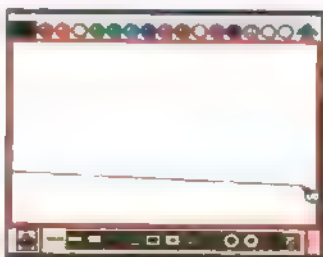
The heads of Mario and Yoshi aren't animated, so they can be copied to the other frames.



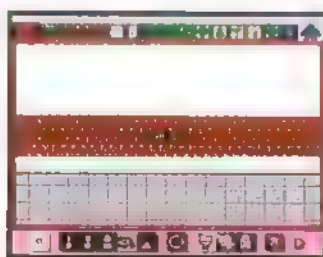
Place the other stamps. Now Yoshi and Mario will run and the ball bounces back and forth between them.

2 BACKGROUND

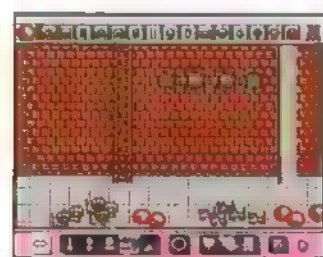
Backgrounds can be created quickly using stamps. For instance, to create a castle wall, just fill in a space above a line with the Brick stamp. A Window stamp adds detail. Fill in the space below the line with ■ Floor Stone stamp. The pigs and cats can be added now.



The straight line separates the wall from the floor. Use the Paintbrush to fill the two areas quickly.



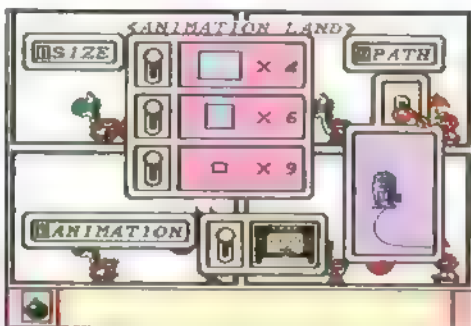
Mr. Paintbrush does a speedy job of creating the wall and floor areas.



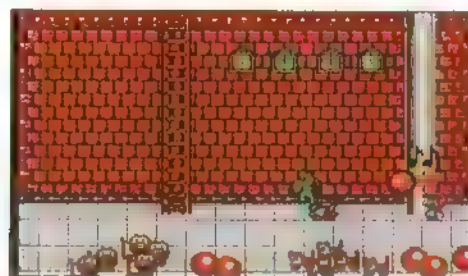
Detail the background with other stamps like the windows and ladders.

3 PATH LINE

After creating the background, draw your path on the board with the Path Control. Your character will follow along this path while the animation frames run. If you make a mistake, you can clear the path and start again.



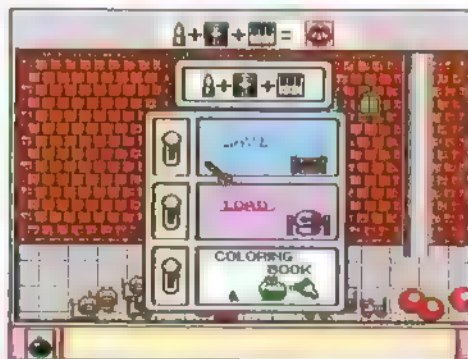
5 FINISH & SAVE



4 MUSIC

Use the saved music that comes with Mario Paint or compose your own score using the Music

Editor. The tempo control allows you to time your music to the pace of your animation.



Once all the elements are in place, run the animation using the Animation Land control. You can block out the Toolbox and Palette for a finished look with the Frame icon. Finally, save the animation.

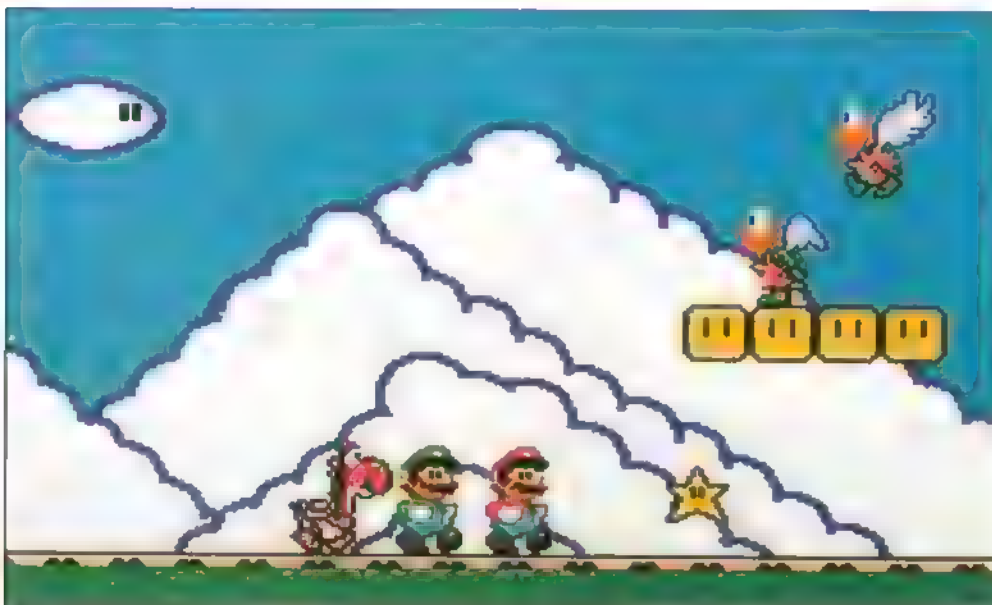
MARIO PAINT STAMP LIBRARY



STAR CHASERS



This scenario is somewhat familiar. Here, we find Mario, Luigi and Yoshi chasing after a Starman that has escaped from its Block home. Normally, we wouldn't see Mario and Luigi on screen at the same time, but with Mario Paint, anything's possible. After that Starman!



THE BROS. & COMPANY

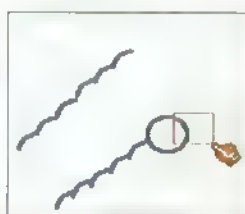
Mario and Luigi's arms and legs are shown here in three different positions. When sequenced together with animation, the Bros. will appear to be running.

FRAMES



THE CLOUDS GATHER

Draw a circle and then copy segments of it by dragging the pointer across various parts of the circle and then lay them down in "cloud-like" form. Make sure all the cloud segments are touching when you go to fill the cloud with a color.

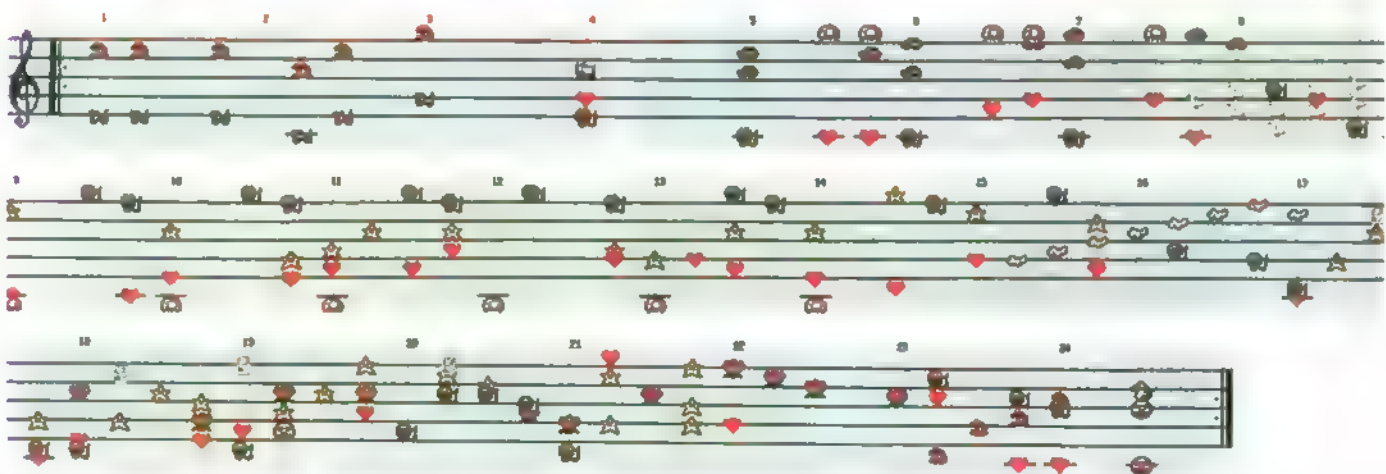


STARMAN

Alter the color of Starman in order to give it a flashing effect as it cycles through the four animation frames. To make it look like it's bouncing, alter its position in each frame as well. This effect works best when the animation speed is set high.

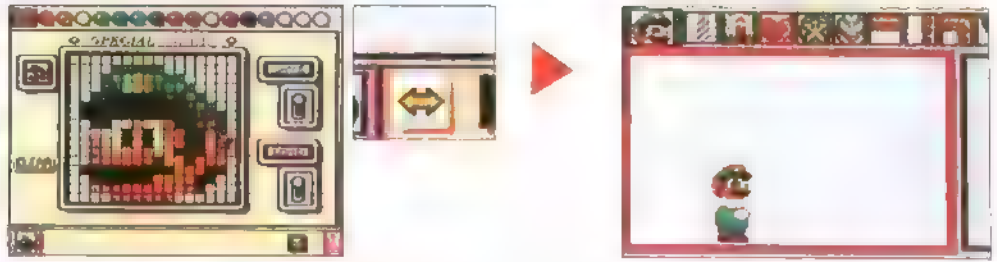


CATCH A BOUNCING STAR

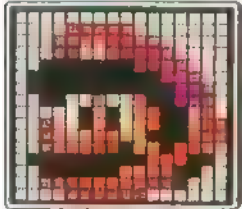


MARIO WORLD STAMPS

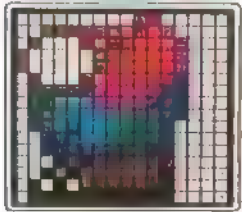
In Super Mario World, Mario and Luigi look the same, except that they wear different colored outfits. This makes things really easy. After you've created the Mario Stamps, just load them, change the colors and then save them to a different stamp box.



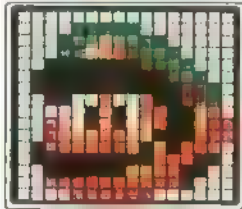
MARIO #1



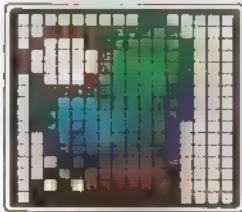
1



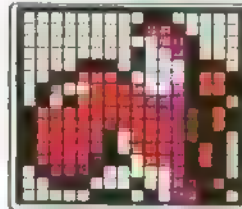
LUIGI #1



1

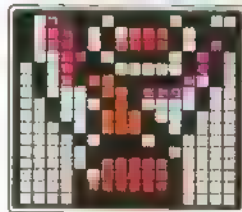


YOSHI #1



1

3

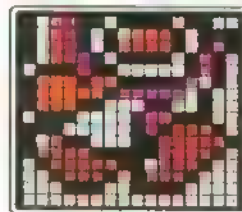


YOSHI #2

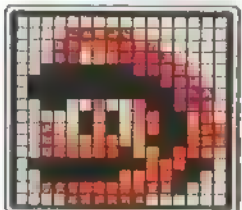


2

4

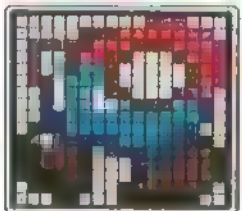


MARIO #2

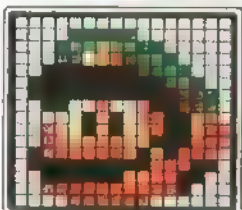


2

4



LUIGI #2

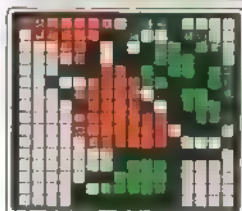
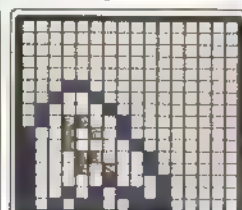


2

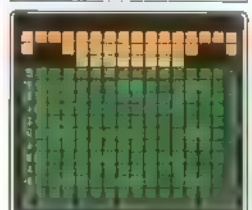
4



KOOPA TROOPA #1



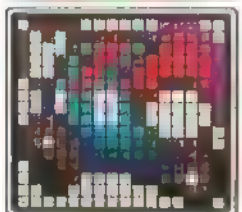
GROUND



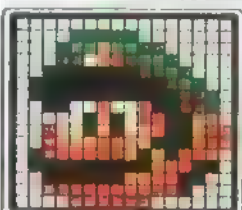
MARIO #3



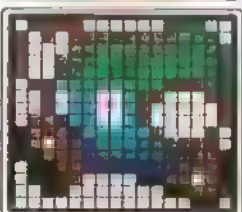
3



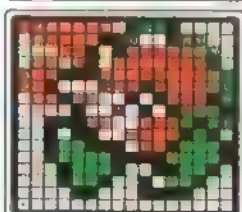
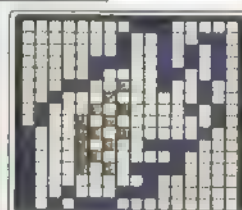
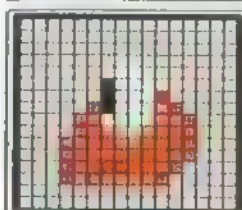
LUIGI #3



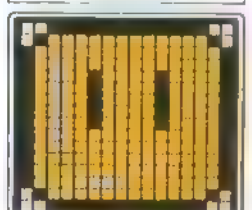
3



KOOPA TROOPA #2



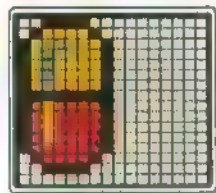
BLOCK



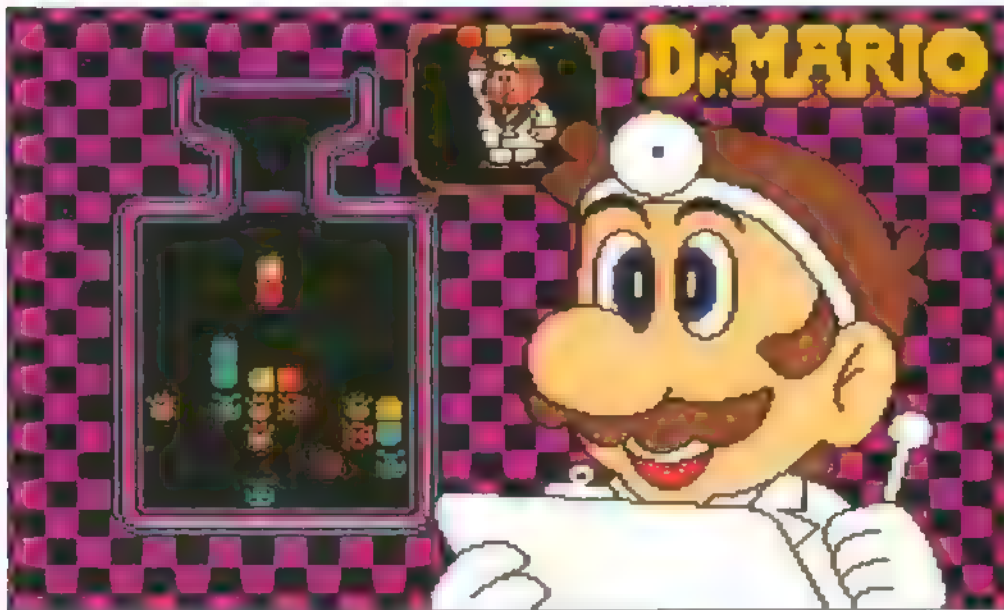


R. MARIO

It's easy to get a doctor to make a house call. Paint one! Using stamps, animation and some basic freehand art, you can recreate the game of Dr. Mario. You may even be able to trick your family and friends into believing that you're actually playing the game!

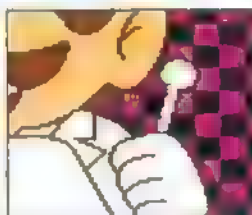
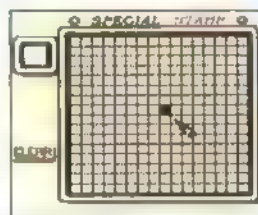


LEVEL ★★★



ONE-DOT DRAWING

It's beneficial to use a one-dot stamp for the freehand portion of this piece, rather than the thin pen, to draw your lines. Doing so will fine tune your art by giving it a greater degree of sharpness.



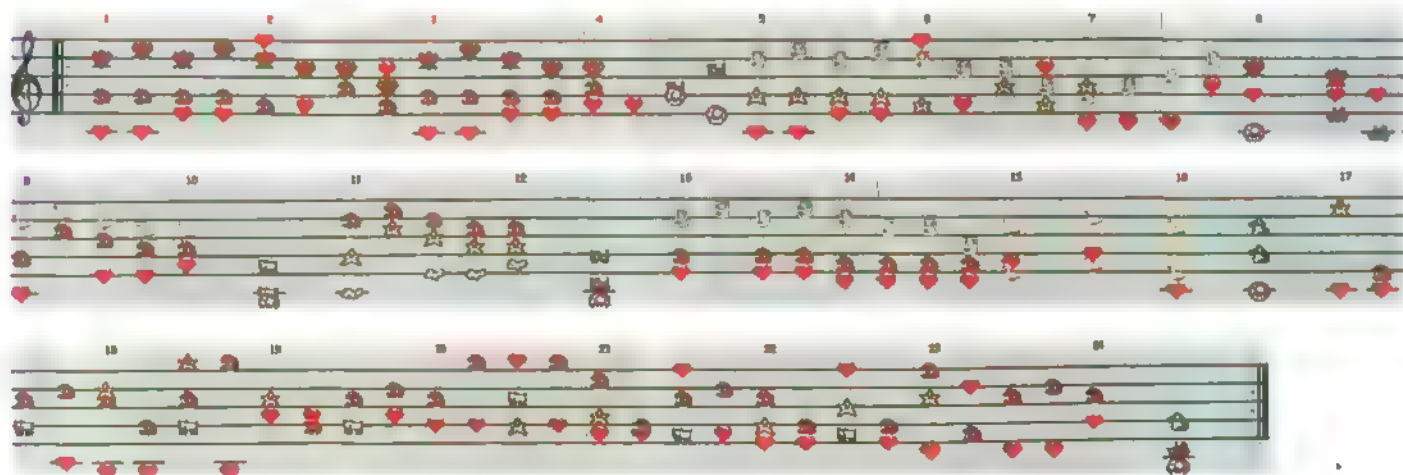
DR. MARIO ANIMATION

Using only stamps and four-frame Animation, you can put Dr. Mario to work. Paint the Dr.'s body by using five basic stamps, then copy him into the same location in each frame. Next, place the appropriate arm and vitamin capsule stamps into each frame. Last, apply the animation sequence to your background.

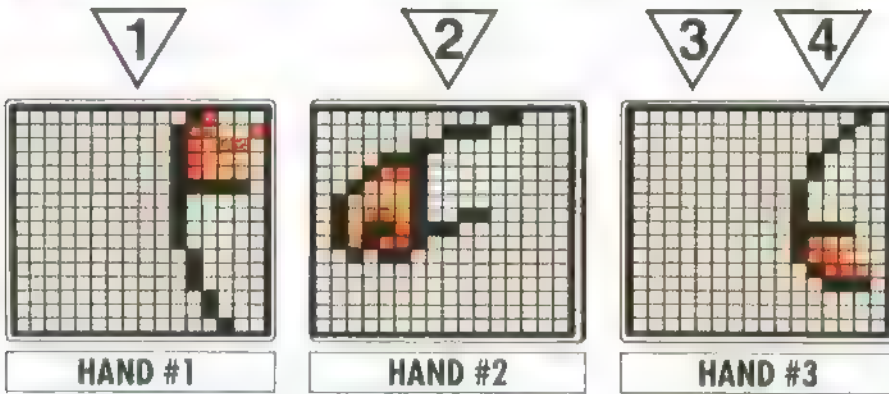
FRAMES



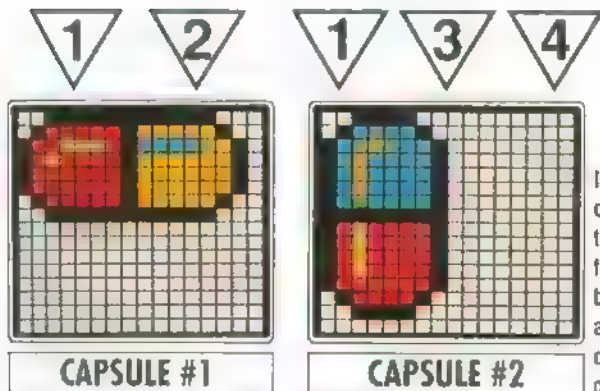
AN INFECTIOUS GROOVE



VITAMIN CAPSULE TOSsing

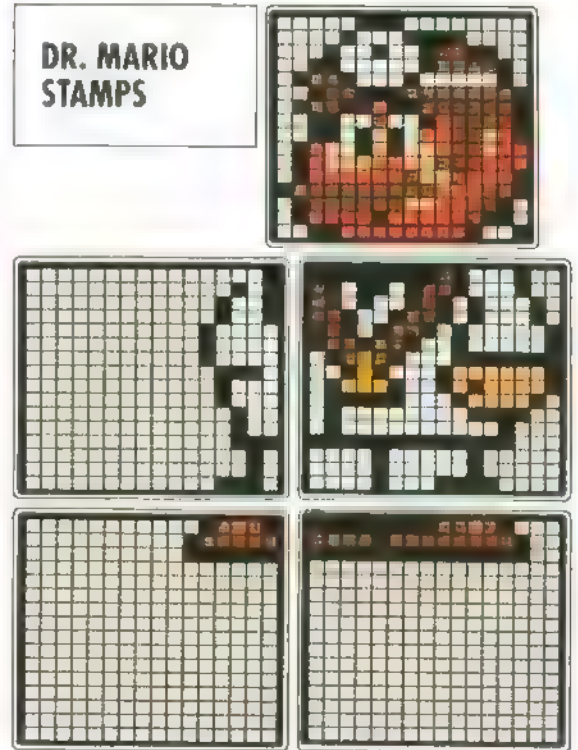


Dr. Mario's throwing motion uses three stamps. Speeding up the animation will make the throwing motion appear smoother. If you copy the stamps exactly as shown here, you'll have to lay the arm stamps on top of the Dr. Mario body stamps.

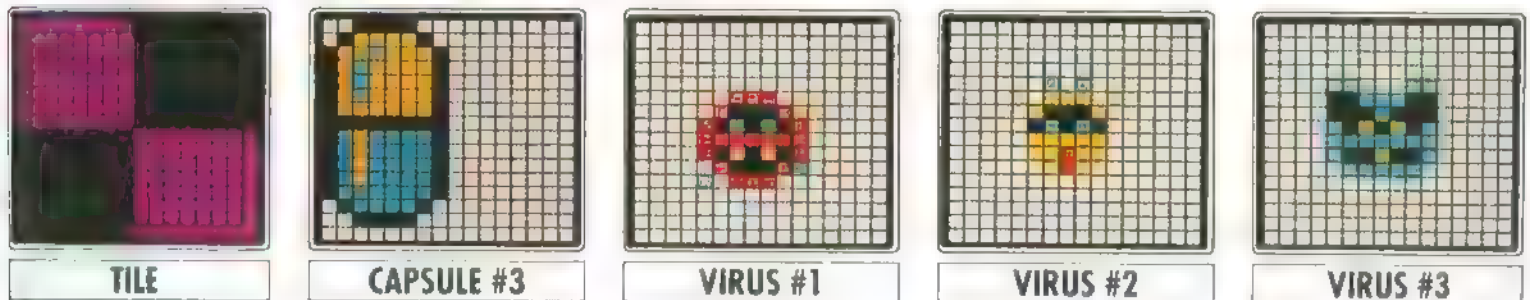


It makes no difference what color you decide to paint the vitamin capsules, or anything else for that matter! That's the real beauty of this program—it offers a great deal of variety and many opportunities to exercise a little creative license.

DR. MARIO STAMPS

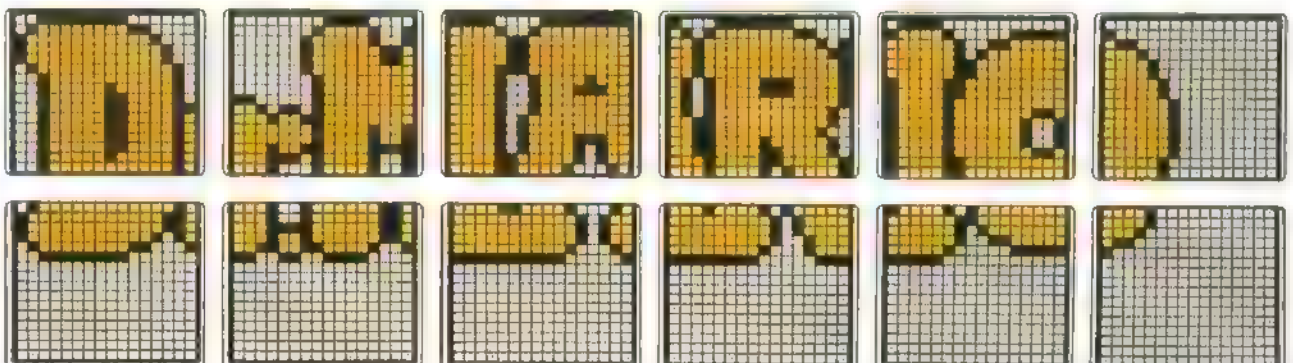


BACKGROUND STAMPS



DR. MARIO LOGO

To complete the package and add that special "icing on the cake," you can create the Dr. Mario game logo using a dozen stamps. Play around with the colors to see what combination you like the most.





INK & THE FAERIE

It's almost scary to see how closely you can approximate actual scenes from video games by using Mario Paint. The Legend of Zelda—A Link to the Past offers many excellent opportunities to paint the young hero, Link, in various action poses.



LEVEL ★★★



FAERIE CATCHING

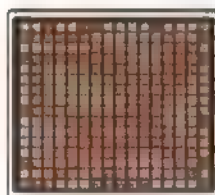
Six-frame animation works great for showing Link swinging his bug-catching net. He's not going to catch any bugs here, though!

FRAMES

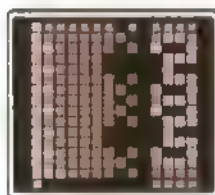


BACKGROUND STAMPS

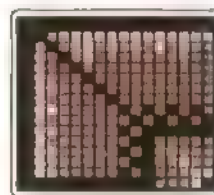
It took full 15 stamps to duplicate the environment of this particular dungeon. Some of the stamps are only used once, but several are used over and over again. To fill in the floor, which is the largest area, we used the Paintbrush and the floor stamp. Recreating this screen should give you a greater appreciation for the work that graphic artists, game designers and programmers do.



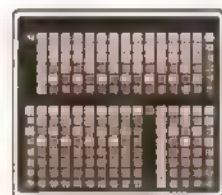
FLOOR



WALL #1



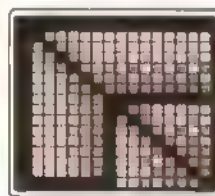
CORNER #1



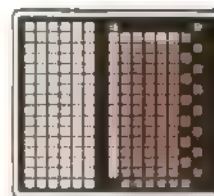
WALL #2



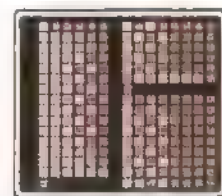
WALL #3



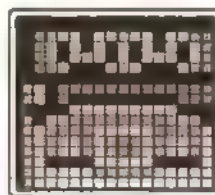
CORNER #2



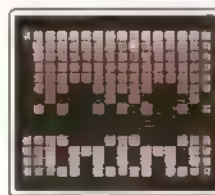
WALL #4



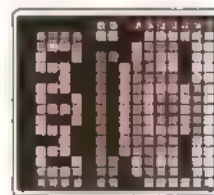
WALL #5



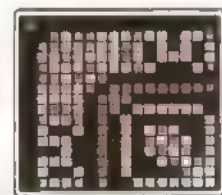
WALL #6



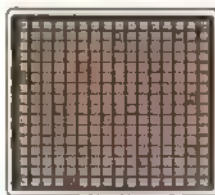
WALL #7



WALL #8



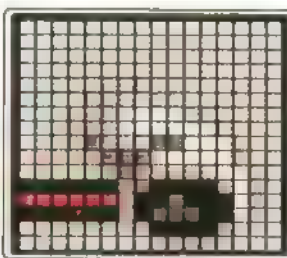
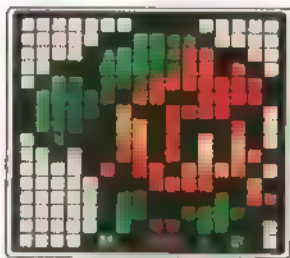
CORNER #3



CEILING



USING THE BUG-CATCHING NET



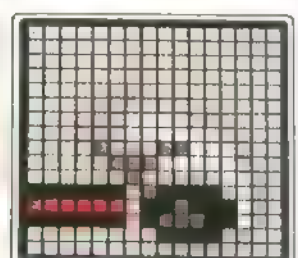
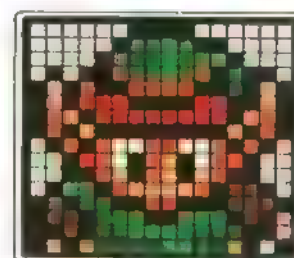
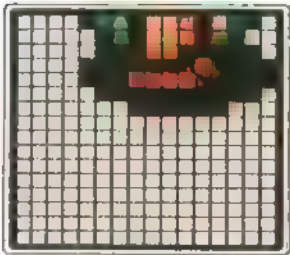
1

5

6

STANCE #1

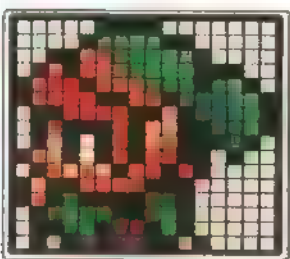
Link faces to the right in Frames 1, 5 and 6. The bug-catching net is used in Frames 1, 2 and 6. Changing one element can make a big difference in the animation sequence.



2

STANCE #2

FAERIES

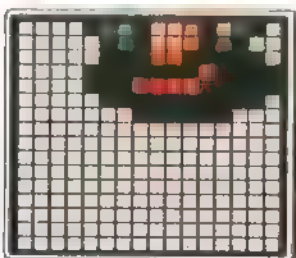
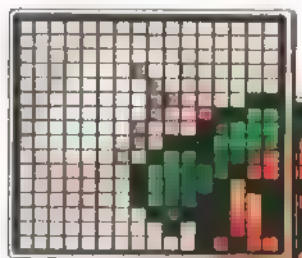
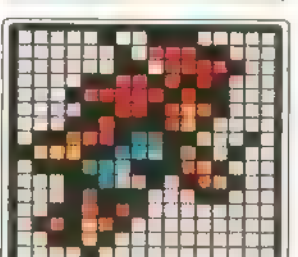
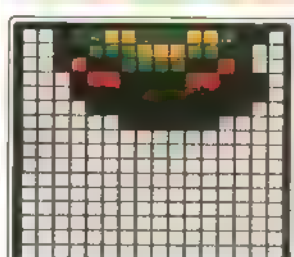
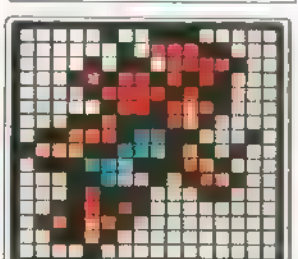
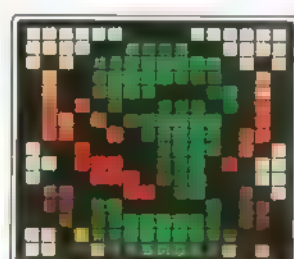
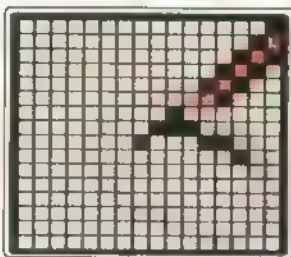
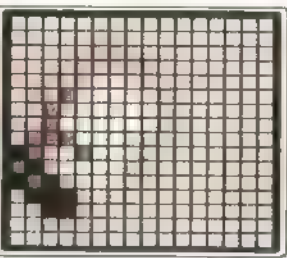


3

4

STANCE #4

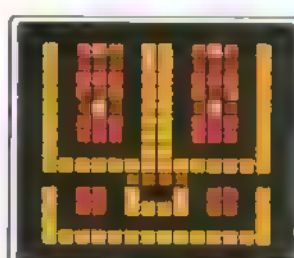
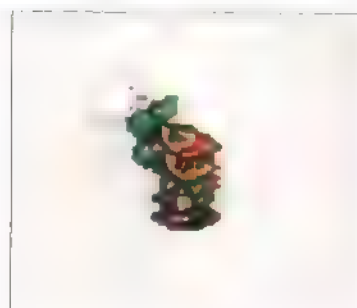
STANCE #3



5

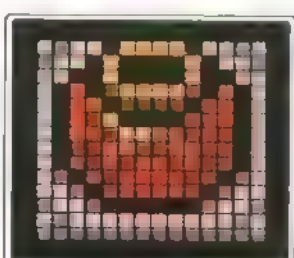
CAP & NET STAMP

Redrawing Link's cap and ear in this particular stamp isn't required, but doing so helps you to properly line up the bug-catching net.



TREASURE BOX

POT



STAR FOX

Star Fox without the Super FX chip? Impossible you say? Yes, it is impossible, but you can certainly recreate some scenes from the game. Using Stamps to fill areas with different shades, you can get that "filled polygon" look.

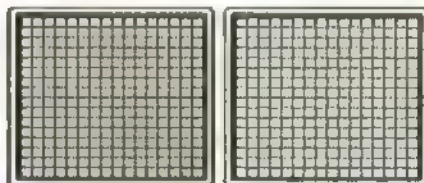


LEVEL ★★★★★



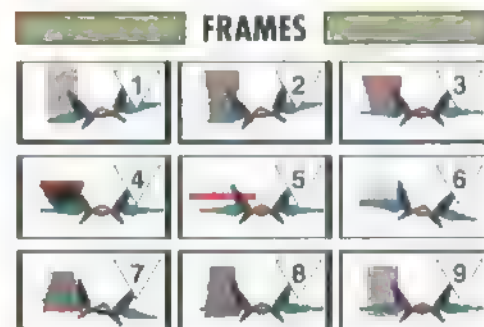
FILLING POLYGONS

If you look closely at the face of Andross, you'll notice there are four different shades of gray as well as black. The "textured" shades of gray can be created with a simple patterned stamp. To give the face depth, it's important to use several shades.

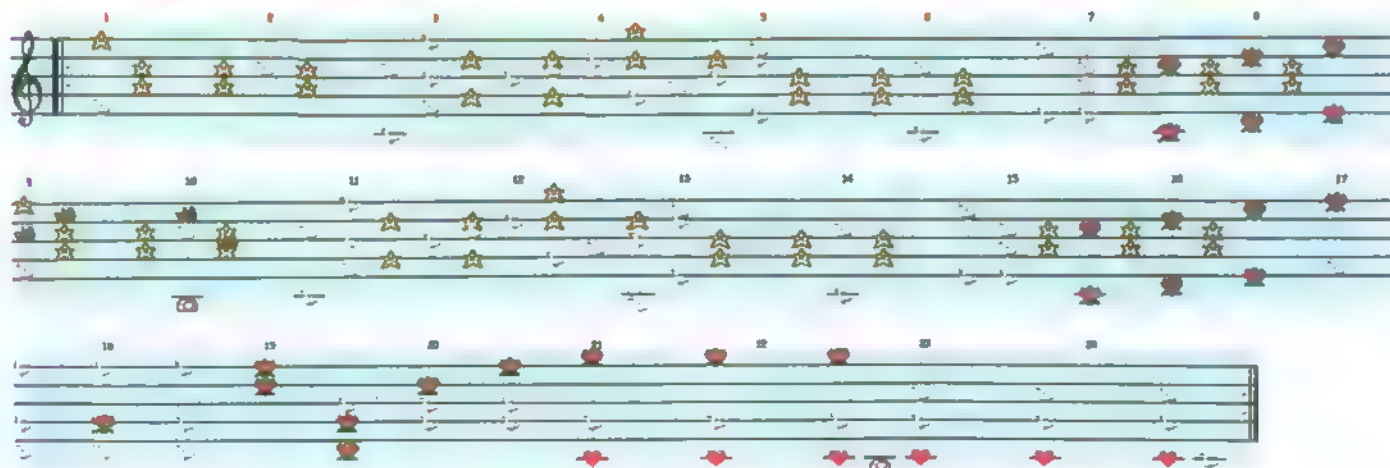


ATTACK ON ANDROSS

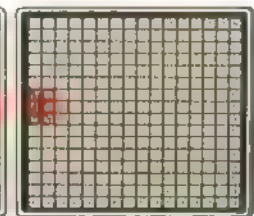
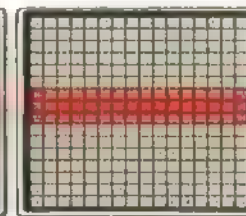
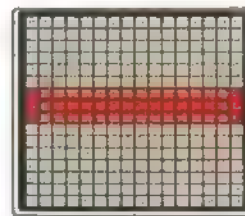
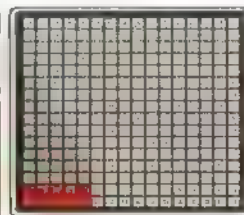
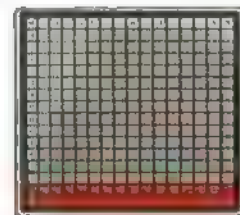
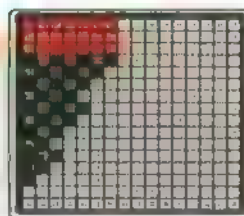
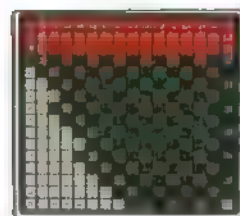
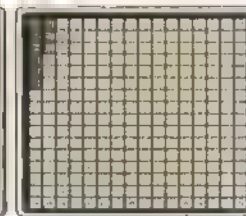
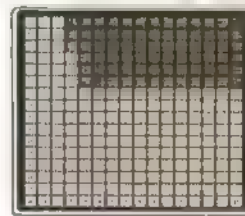
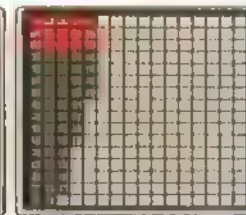
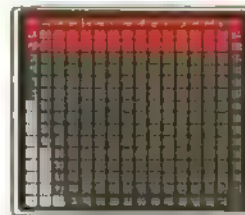
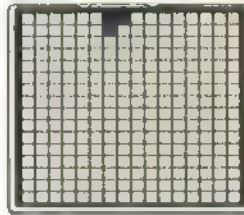
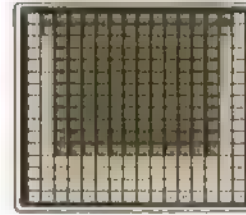
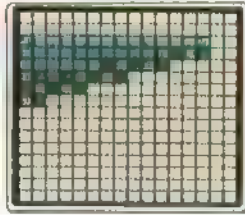
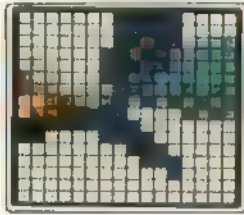
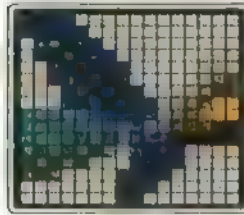
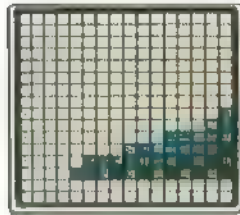
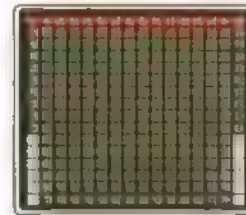
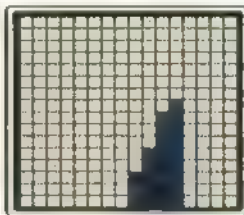
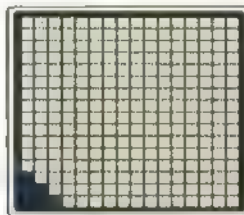
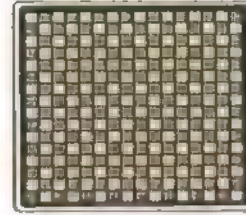
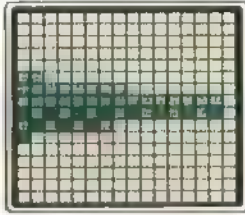
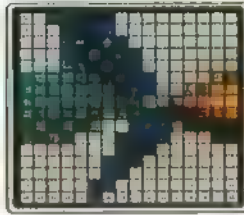
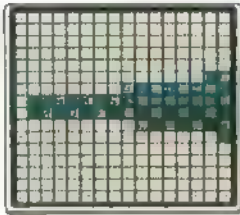
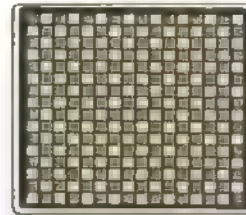
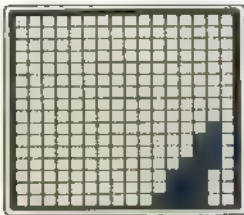
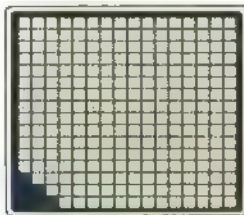
There are no bogeys on anyone's six here. Only the projected face of Andross and Fox McCloud's trusty Arwing fighter. The nine-frame animation sequence helps smooth out the motion of the Arwing and the spin of the panel. The background can be easily drawn freehand and then filled with different colors and textures. The difficult part is accurately recreating the giant face.



BATTLE CRY OF THE ARWING FIGHTERS

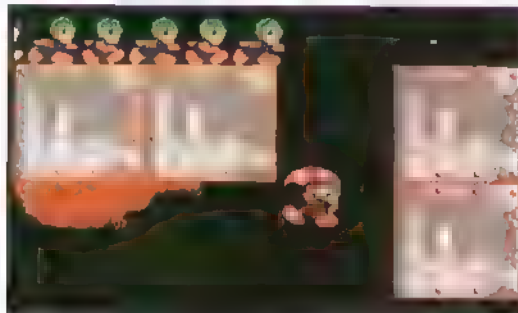
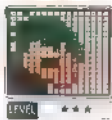


BATTLE SCENE STAMPS



LEMMINGS

As all the Lemmings go marching towards the edge, only you (and a little animation) can save them. Use these stamps to create Lemmings puzzles of your own. With a few adjustments to these stamps, you can create any Lemming that you need.



LEMMINGS MARCH ON

When you create your own dilemma for these slow-witted Lemmings, use the stamps provided to create a steel block. Copy this block and use it to make the platform that the Lemmings walk on. Set up a line of Lemmings walking towards the edge, with the last one about to fall off. When you animate the Floater Lemming, slowly draw the path down from the ledge to a safe landing.

COPY COMMAND

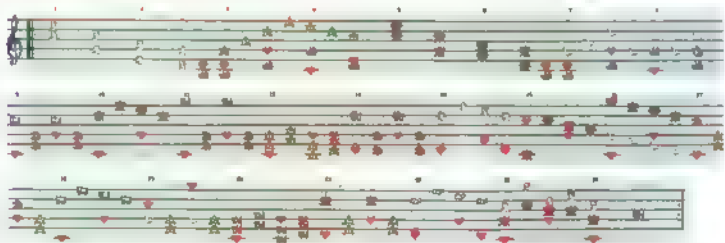
You can quickly recreate more Lemmings by using the copy function. After using the stamps to make the first Lemming, click on the copy icon. Press the left mouse button, drag the mouse until there is a box around the Lemming, then release the button. Each time you press the left mouse button a new Lemming is formed!



FRAMES



THE LEMMINGS CAN-CAN



FLOATER LEMMING

1

2

3

4

WALKER LEMMINGS

LEMMING
HEAD

LEMMING BODY #1

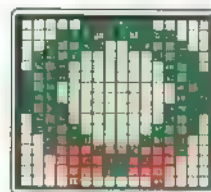
LEMMING BODY #2

STEEL BLOCK



SANTA'S BACK

As the sleigh bells ring in the distance, a red glow can be seen on the horizon. It's Santa and Rudolph bringing Mario Paint to all the good little Super NES players. Here are all the trimmings you'll need to make your own holiday scene. Tape this one as an introduction to your next holiday video.

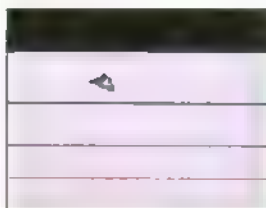


LEVEL ★★★★★



NIGHT SKY

This is an easy technique for creating a backdrop for your town. Make a line across the screen for each color in the sky. Fill each area with the Paintbrush, using darker colors as you move up the screen.



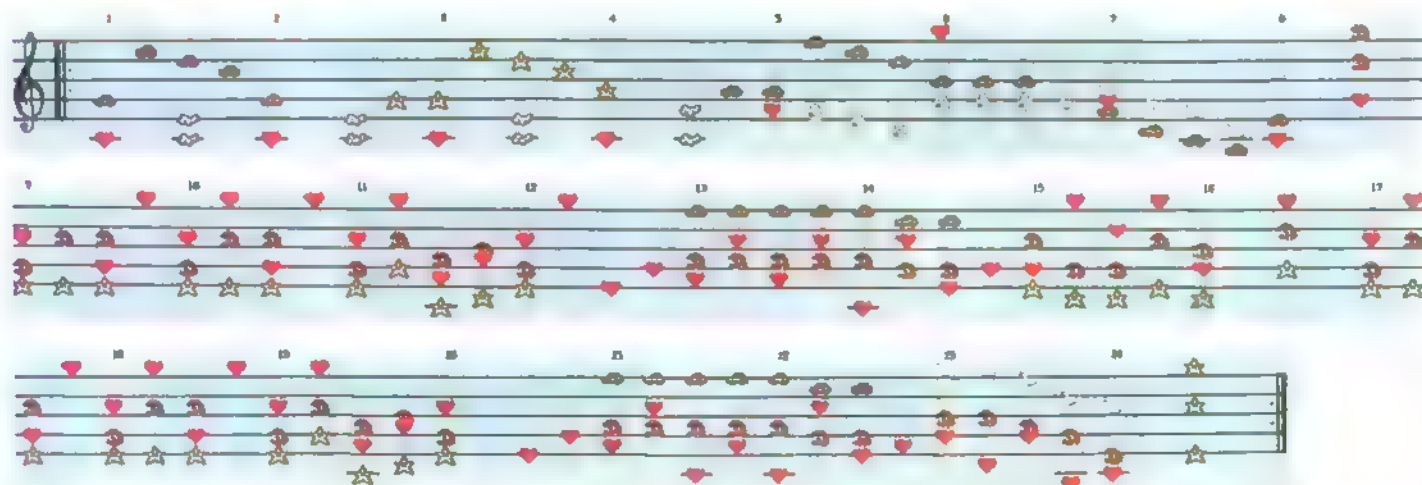
A PRESENT FOR YOU

To make Santa you will need to make more than 15 stamps. After you use the first set of stamps, save your picture and make the next set. If you save each set of stamps you make, you can reload the picture if you make a mistake. You can also use the copy function to recreate pieces of the animation that are used in multiple frames.

FRAMES



JINGLE BELLS



SANTA CLAUS & HIS REINDEER

ACTION #1



1

3

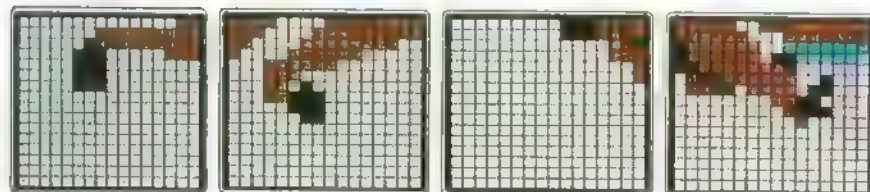
ACTION #2



2

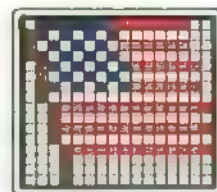
4

REINDEER FEET



UFO IN THE USA

Lady Liberty can't believe her eyes when a UFO buzzes her head! This nine-frame animation sequence uses stamps for the Statue of Liberty, the flying saucer and the towers of New York. The clouds and water were drawn free-hand. Imagine what an entire Martian invasion might look like!

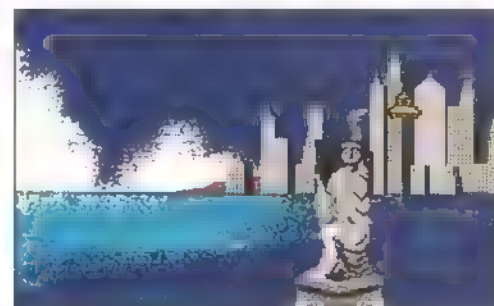


LEVEL ★★



LOOK! IN THE SKY!

It's not a bird or a plane, or even a super hero! It's a UFO! The Statue comes to life, appearing to turn its head to watch the circling invader. This animation uses a full nine frames.



SEA & SKY

Use the Airbrush tool to paint the water and sky. In the areas of overlap around the light blue, the white spatter looks like reflections on the water. Draw the horizon line with solid blue.

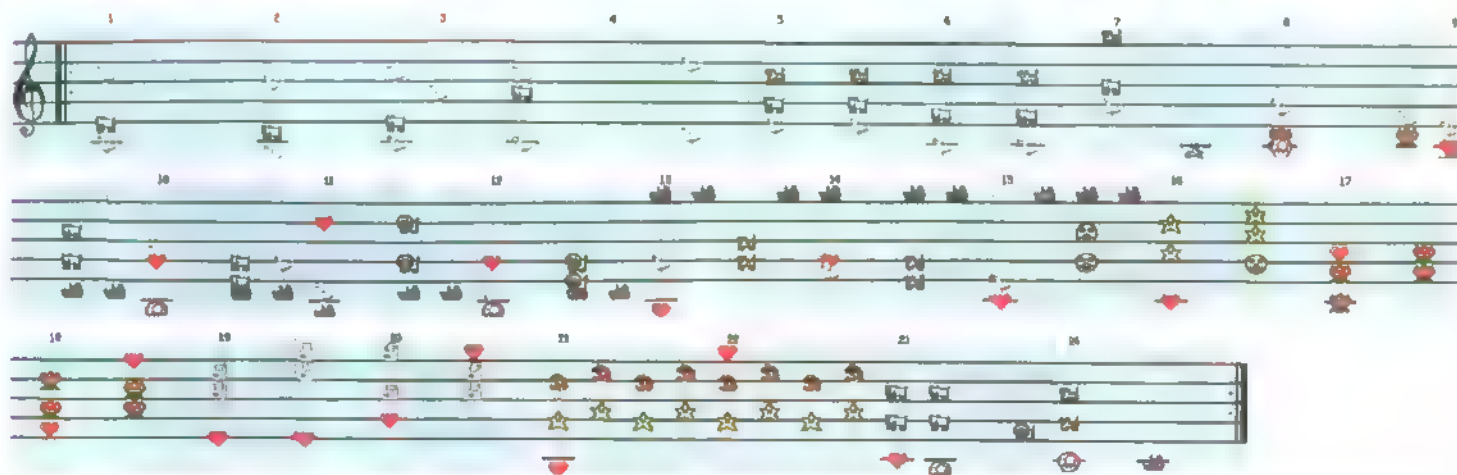


SKYSCRAPERS

With a few simple stamps you can create a realistic looking city-scape. The tower pictured here is made using only one stamp. Use the stamp like a pen and draw straight up to create the tower effect.

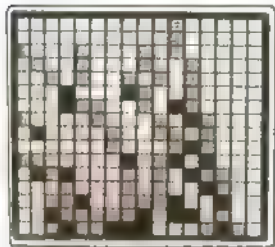


MUSIC IN THE AIR

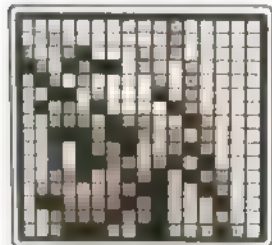


STATUE OF LIBERTY

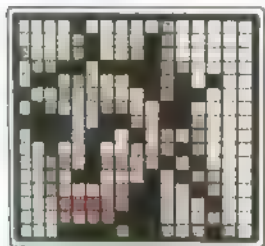
These stamps are used to create the Lady Liberty. The head utilizes four stamps for the animation. The base of the statue is composed of four stamps that have been flipped to create the second side of the base.



HEAD 2

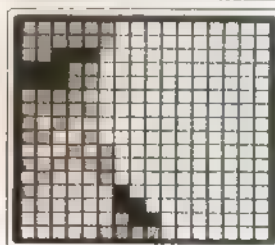
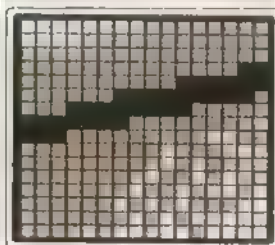
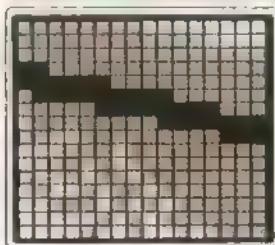
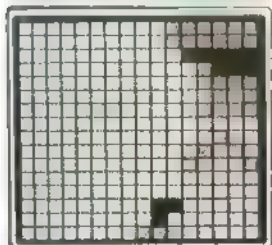
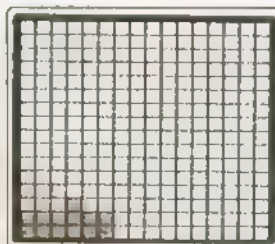
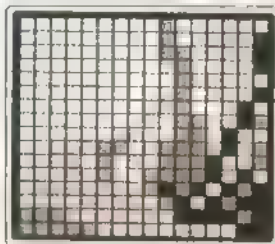
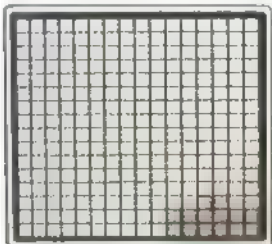
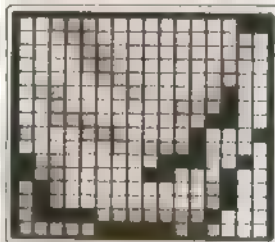
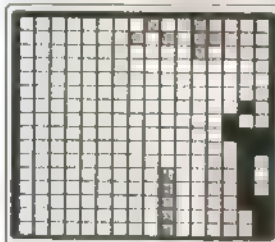
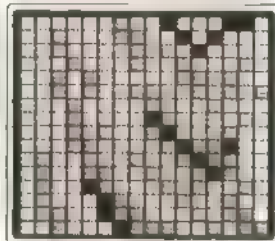
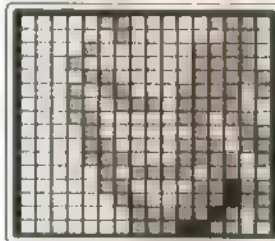
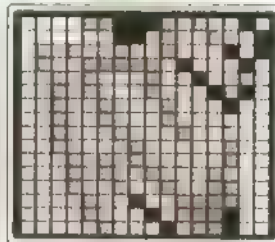
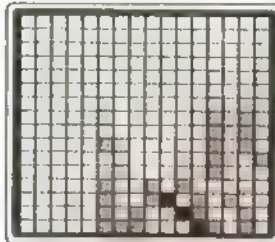
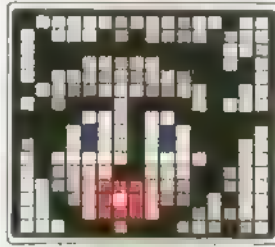
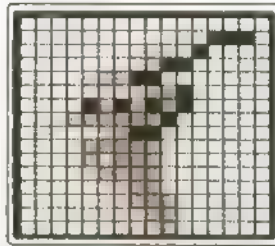


HEAD 3



HEAD 4

HEAD 1



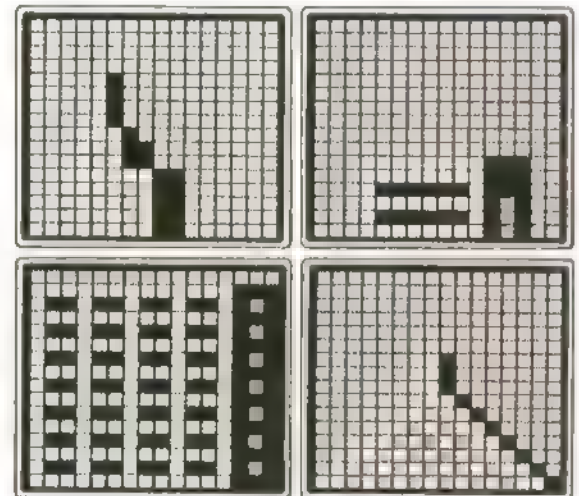
FRAMES

The UFO circles in front of the Statue, then behind it. In Frame 4, place the UFO stamp first, then the Head 2 stamp. The chart below shows how to place the Head stamps in the frames.

HEAD 1	7		
HEAD 2	1	2	3
HEAD 3	5	9	
HEAD 4	6	8	

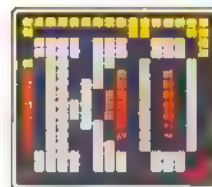


BUILDING STAMPS



WORLD WARRIORS

Capcom's Chun Li and Guile couldn't take time out from their busy street fighting schedules to pose for our Mario Paint artists, so we had to capture them in an action scene! Use the art provided on pages 62 and 63 to plug your favorite Street Fighter into the scene.

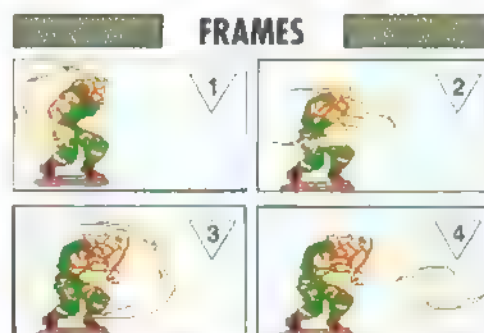


LEVEL ★★★★★

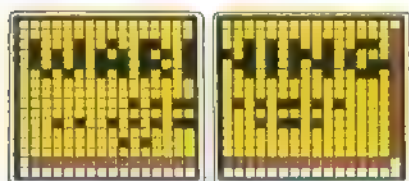


SONIC BOOM

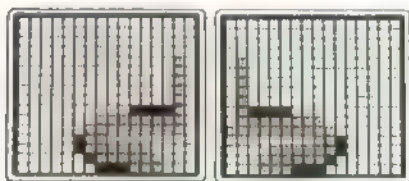
Using a fairly simple 4-frame animation, you can recreate Guile's awesome Sonic Boom move. You can even make him throw it faster than he can in the game!



BACKGROUND STAMPS



WARNING SIGN

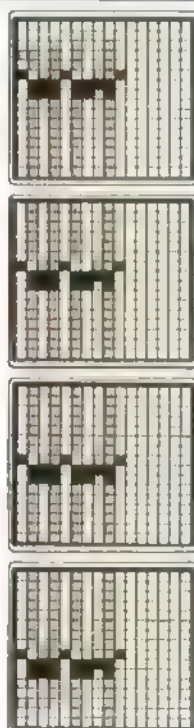


FENCE BASE

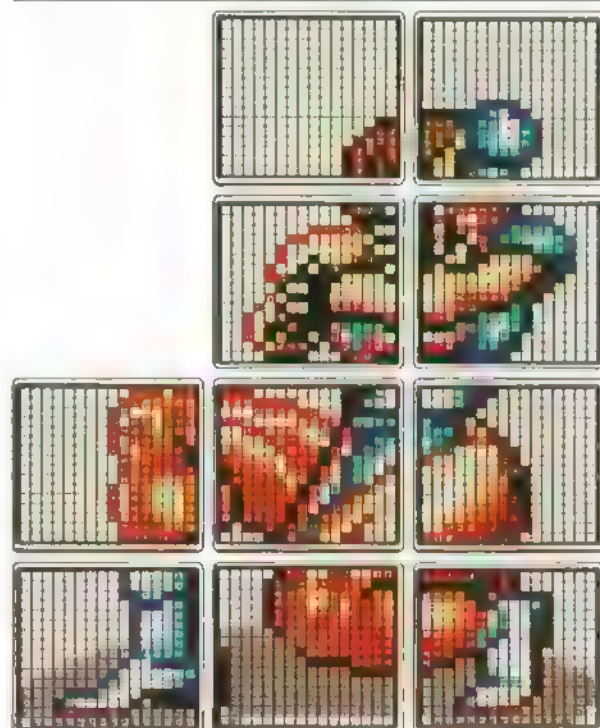


CHAIN-LINK FENCE

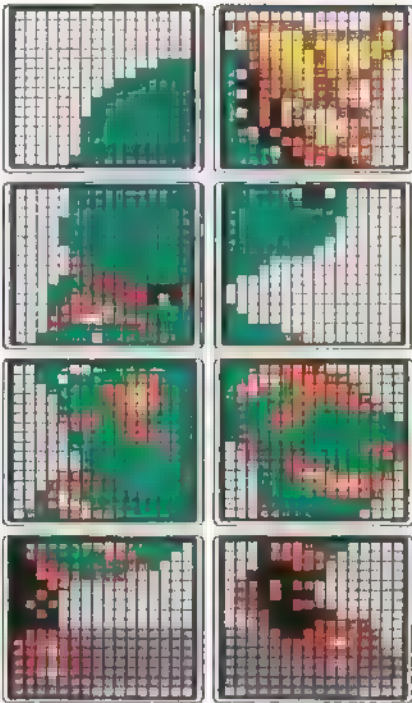
FENCE BRACE



CHUN LI



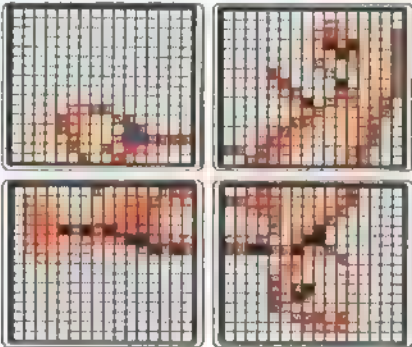
MOTION STAMPS

GUILF'S
BODY

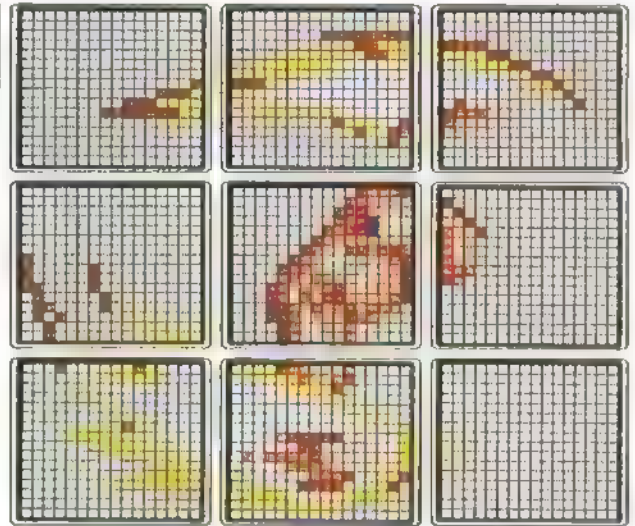
ARM

3

4

ARM WITH
SONIC BOOM

1

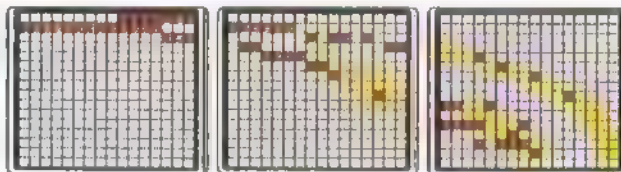
ARM WITH
SONIC BOOM

2



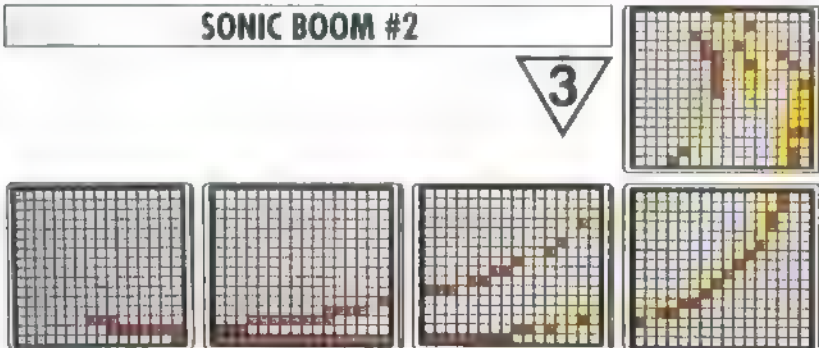
SONIC BOOM #1

3



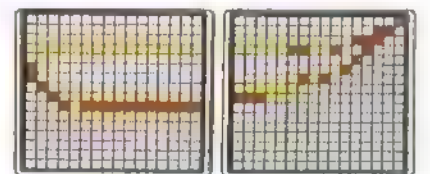
SONIC BOOM #2

3



SONIC BOOM #3

4



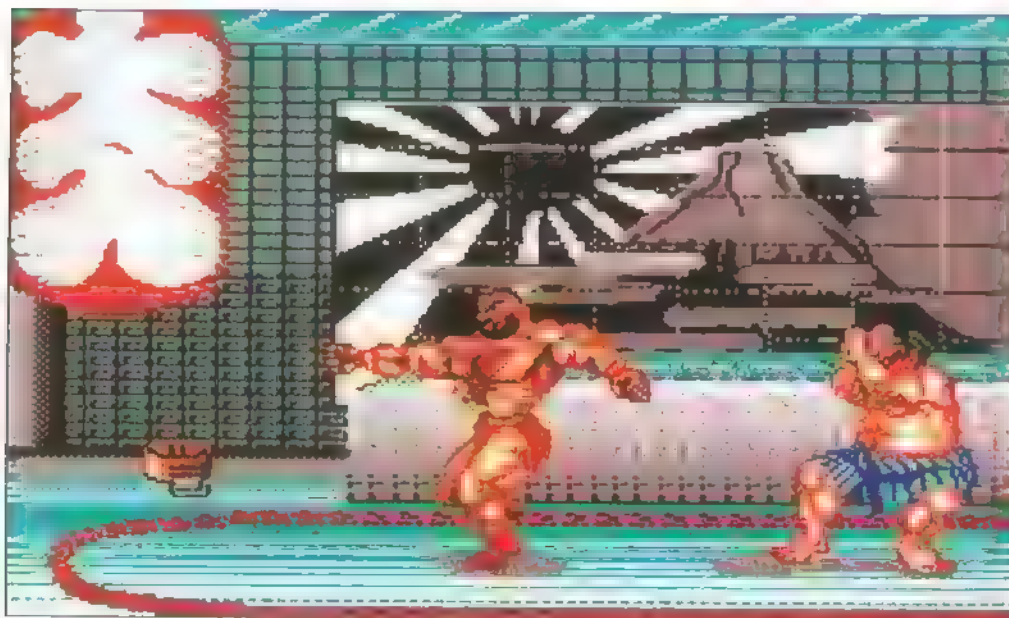
To give the effect that the Sonic Boom spins as it travels toward Chun Li in the last frame, use the same Stamp combination, but copy it and flip it over.

ZANGIEF vs. E. HONDA

The two largest World Warriors are going at it on E. Honda's home turf in Japan. Zangief has started up one of his patented Spinning Clothesline moves and, apparently, he can't stop! When he makes his way over to E. Honda, the sumo wrestler will be ready with the block.



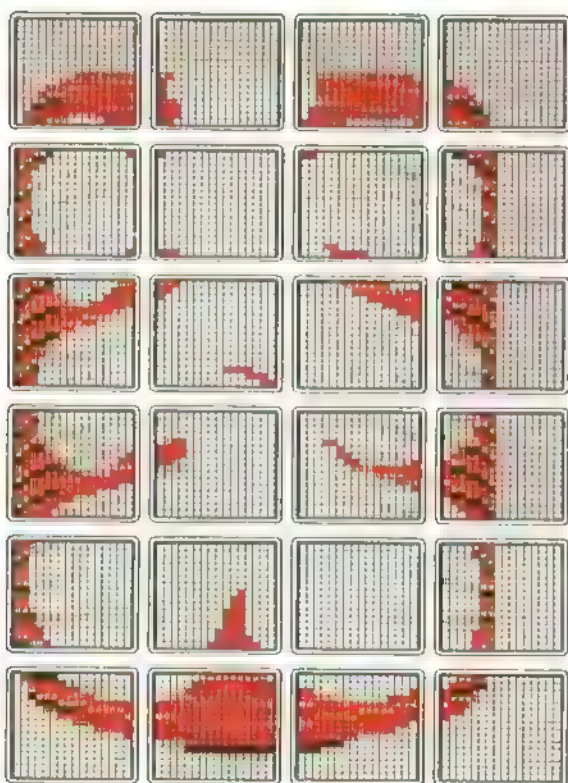
LEVEL ★★★



HEAVYWEIGHT SHOWDOWN!

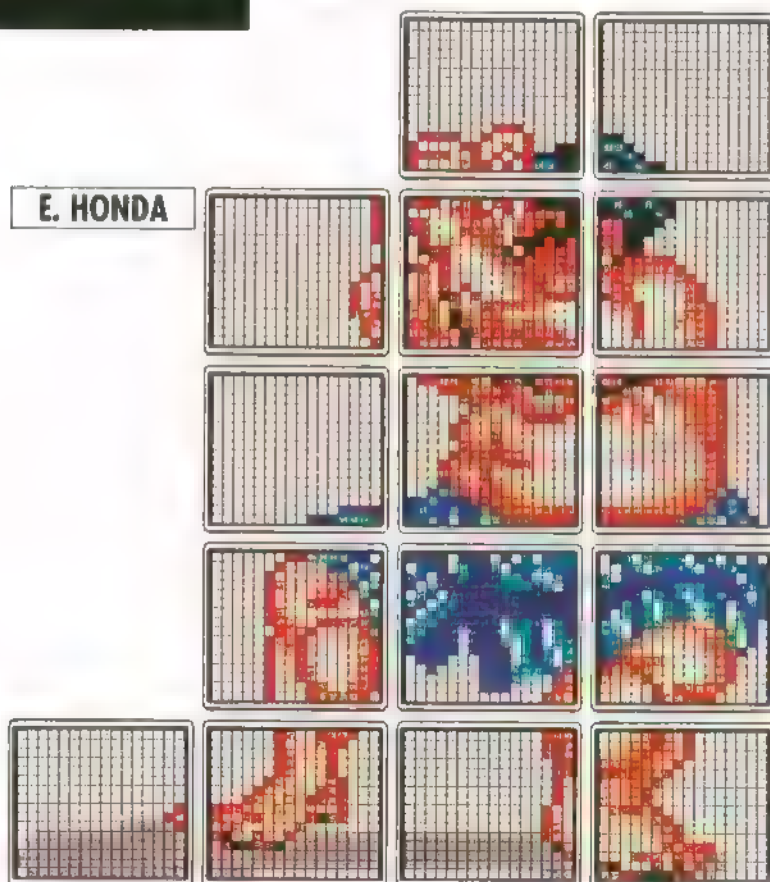
This entire scene can be created with stamps, but it could be extremely time-consuming. The Mount Fuji scene is easier to do freehand than it would be to do with stamps; however, you should be able to create the bath, back wall and floor with stamps. The fun part comes in when you create Zangief and E. Honda! Zangief can be set in motion using three body positions and four-frame animation. Copy Zangief #1 and use a horizontal flip to turn him around.

BACKGROUND STAMPS

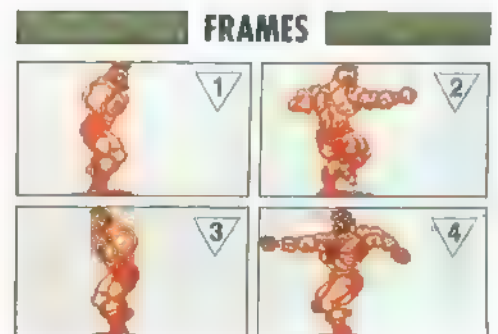
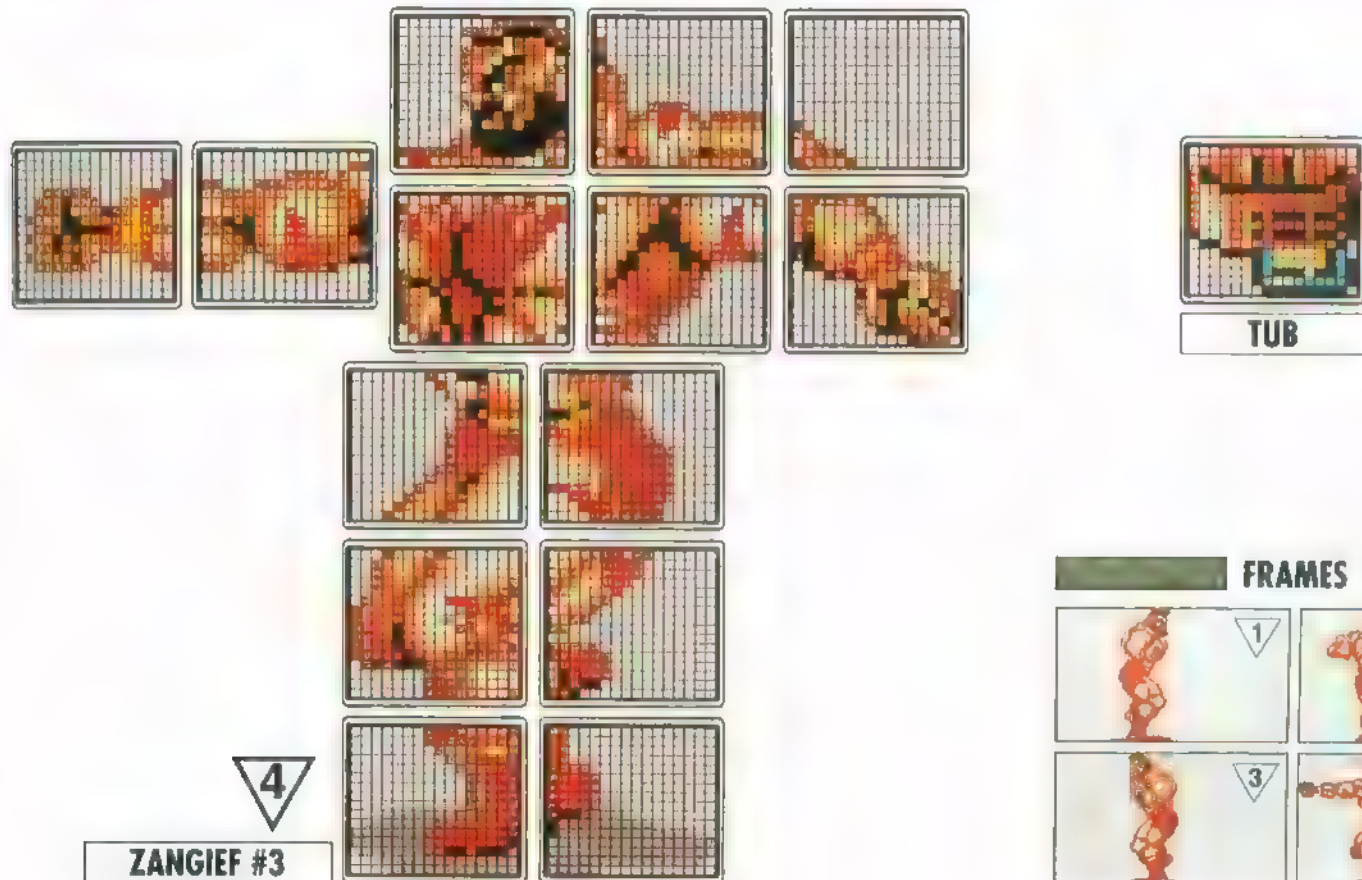
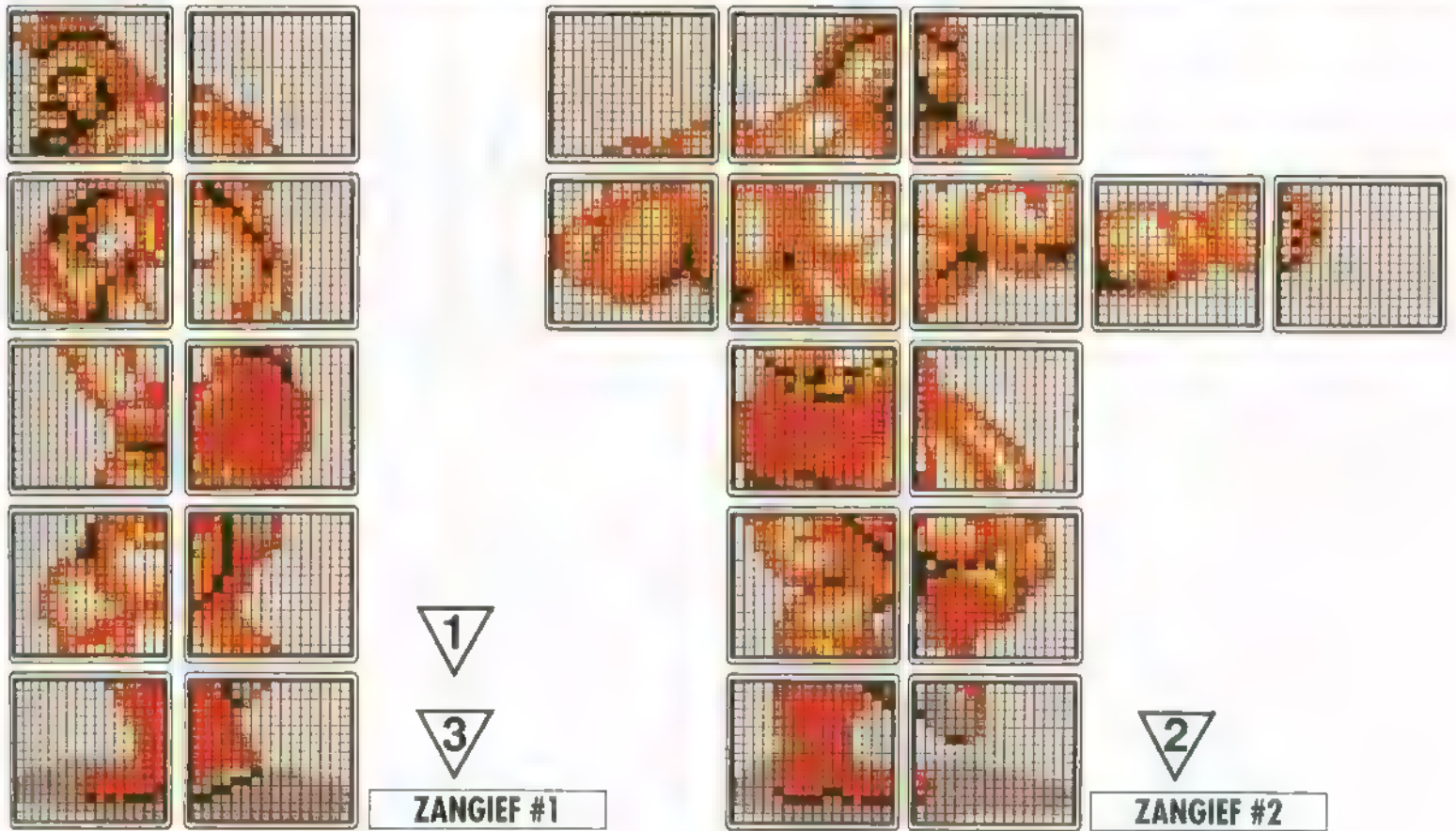


PAPER LANTERN

E. HONDA



ZANGIEF IN ACTION



T.M.N.T.

Those rowdy teenage reptiles are back, and you have the power to paint the action. Use these stamps to animate your own action-packed scene for the Teenage Mutant Ninja Turtles. The background is painted freehand, so use your own artistic style.

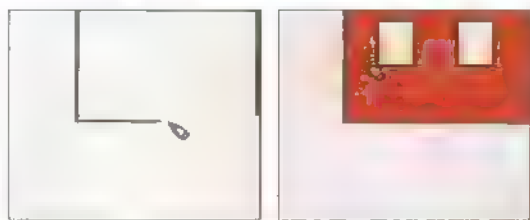


COWABUNGA!

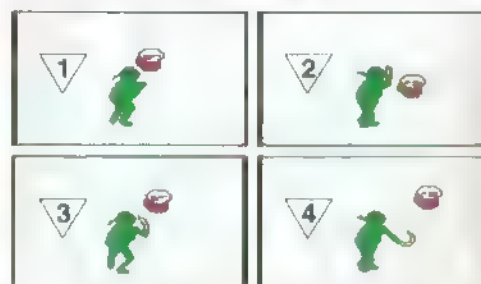
These stamps are used to animate Leonardo fighting with his Katana. After making the background of your choice, set your favorite turtle against a foe. You can use these stamps to make any of the turtles by changing the color of the blind-fold and the weapon being used. Remember Leonardo wears blue, Raphael wears red, Donatello wears purple, and Michelangelo wears orange.

MAKING A WALL

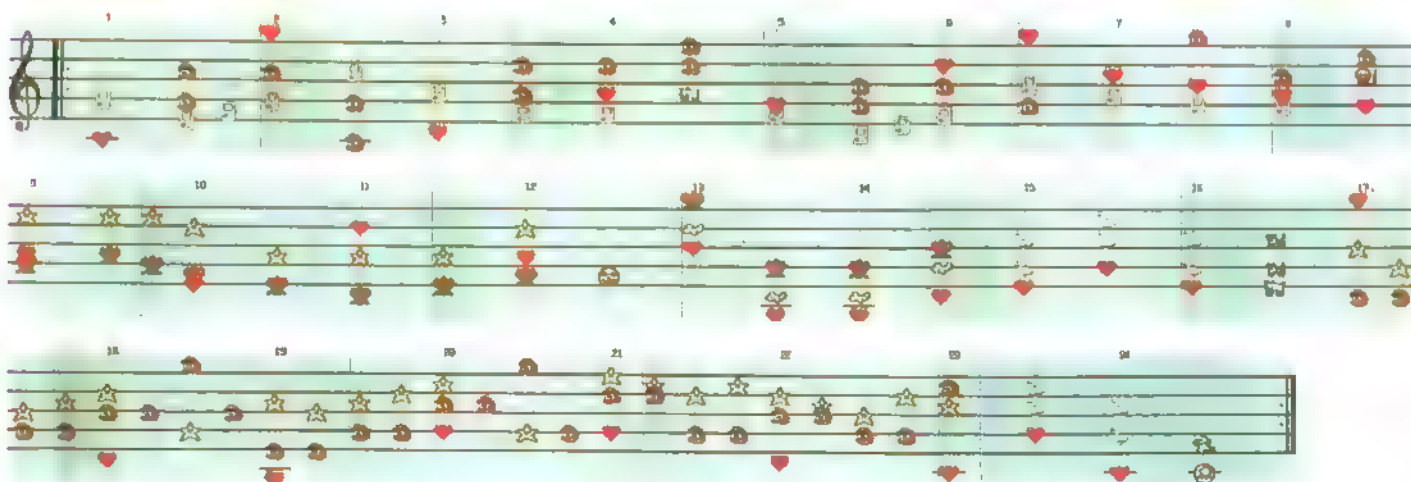
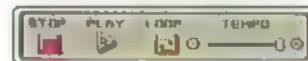
Here is an easy way to make a wall. Outline the wall area with a brown pen, then fill the wall with the Paintbrush. Use the small pen to place random black, orange and tan dots on the wall. You can even customize your own graffiti!



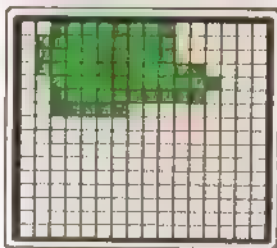
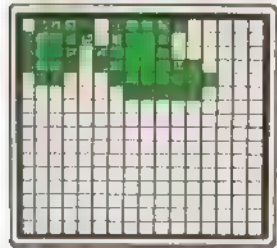
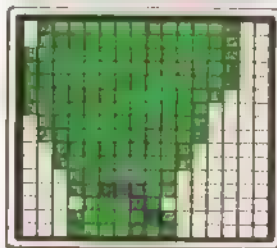
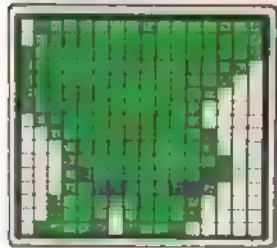
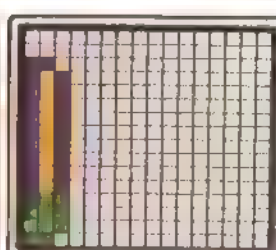
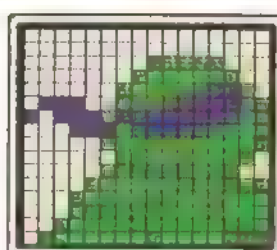
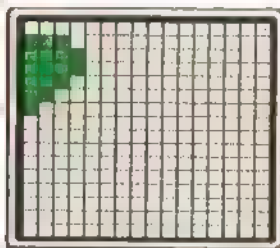
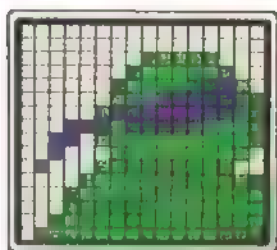
FRAMES



TURTLE JAM

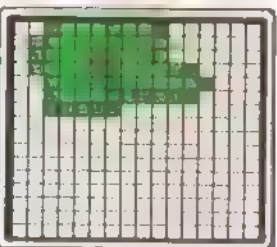
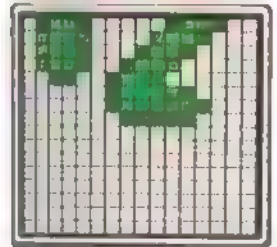
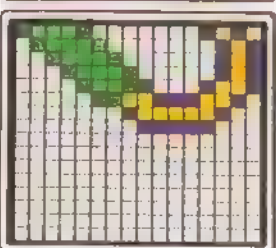
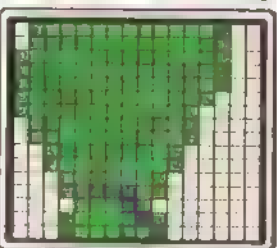
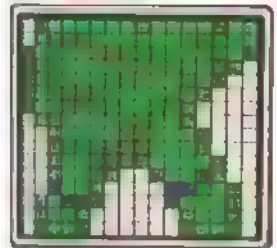
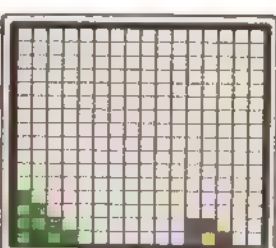
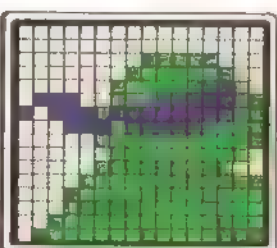
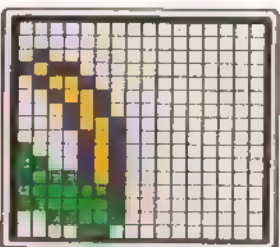
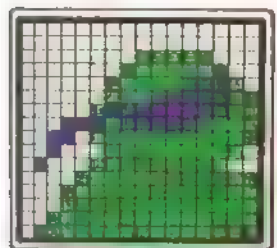


TURTLE ACTION!



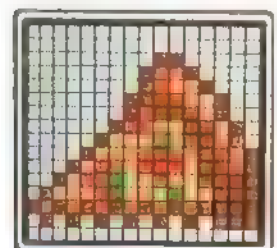
1

2

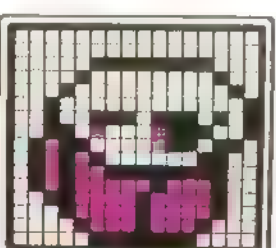
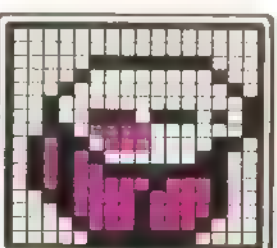


3

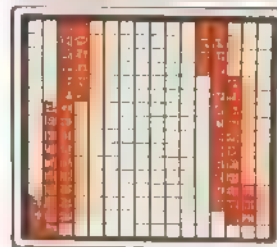
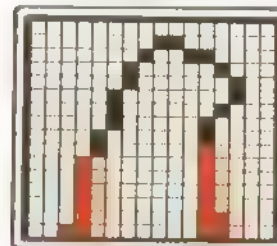
4



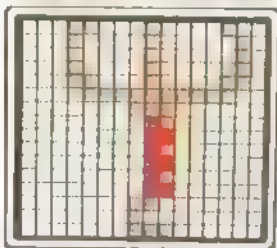
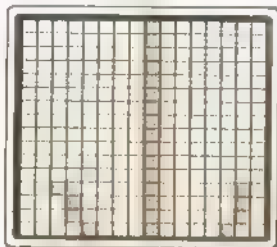
PIZZA



NUNCHUKS



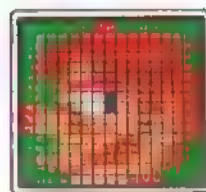
SAI



TUBULAR
TRANSPORT

CLEAN UP YOUR ACT

How about chipping in to clean up this mess? This junk food junkie is lost in the video-zone. Make a caricature of a familiar scene from your own home.



LEVEL ★★



NOT ON THE NEW CARPET!

This is a simple animation that requires four-frame animation and only two positions for each character. From this example, you should be able to get ideas for many other fairly simple animations. You can come up with animation first or you can draw a background and then think up an animation to go along with it. It really doesn't matter from which direction your inspiration comes.

THE FIREPLACE

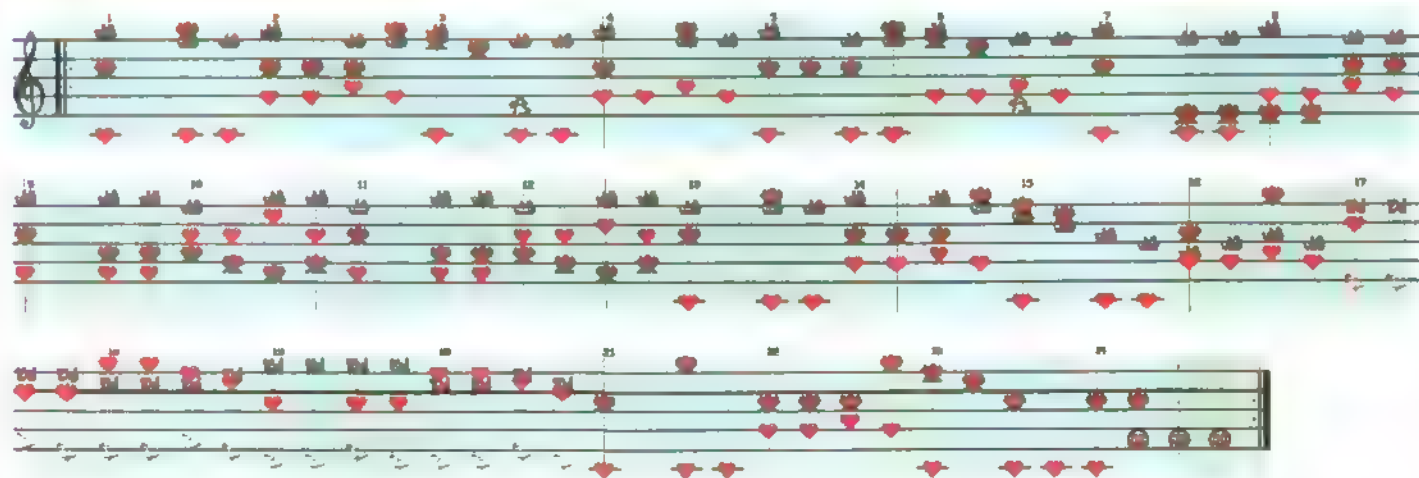
Using a circle from the Shape Template Menu, drag out an area for your fireplace. Fill it with black and then use the Candle and Sun stamps to create the fire. The Candle and Sun stamps can be found in one of the Mario Paint Stamp Menus.



FRAMES

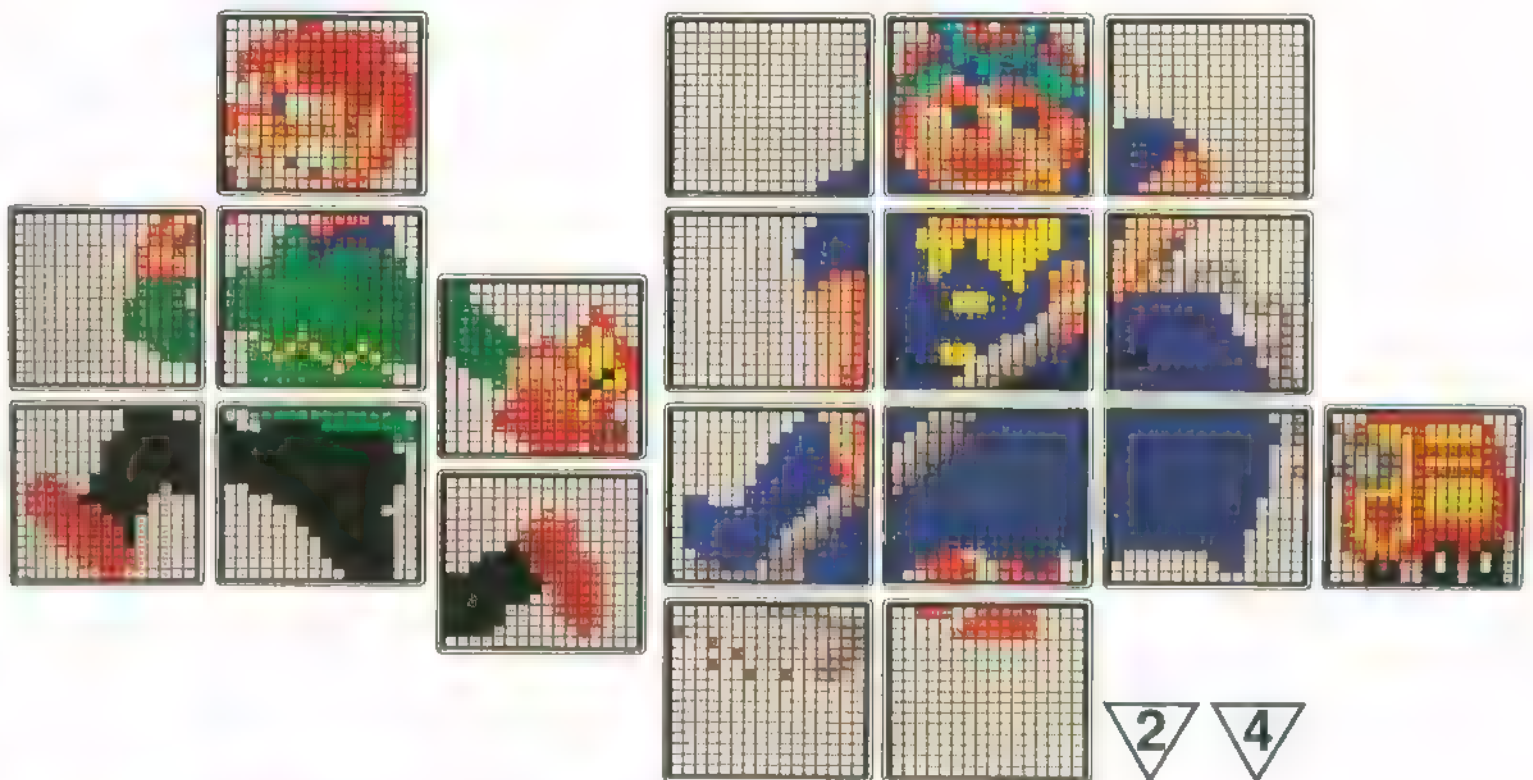
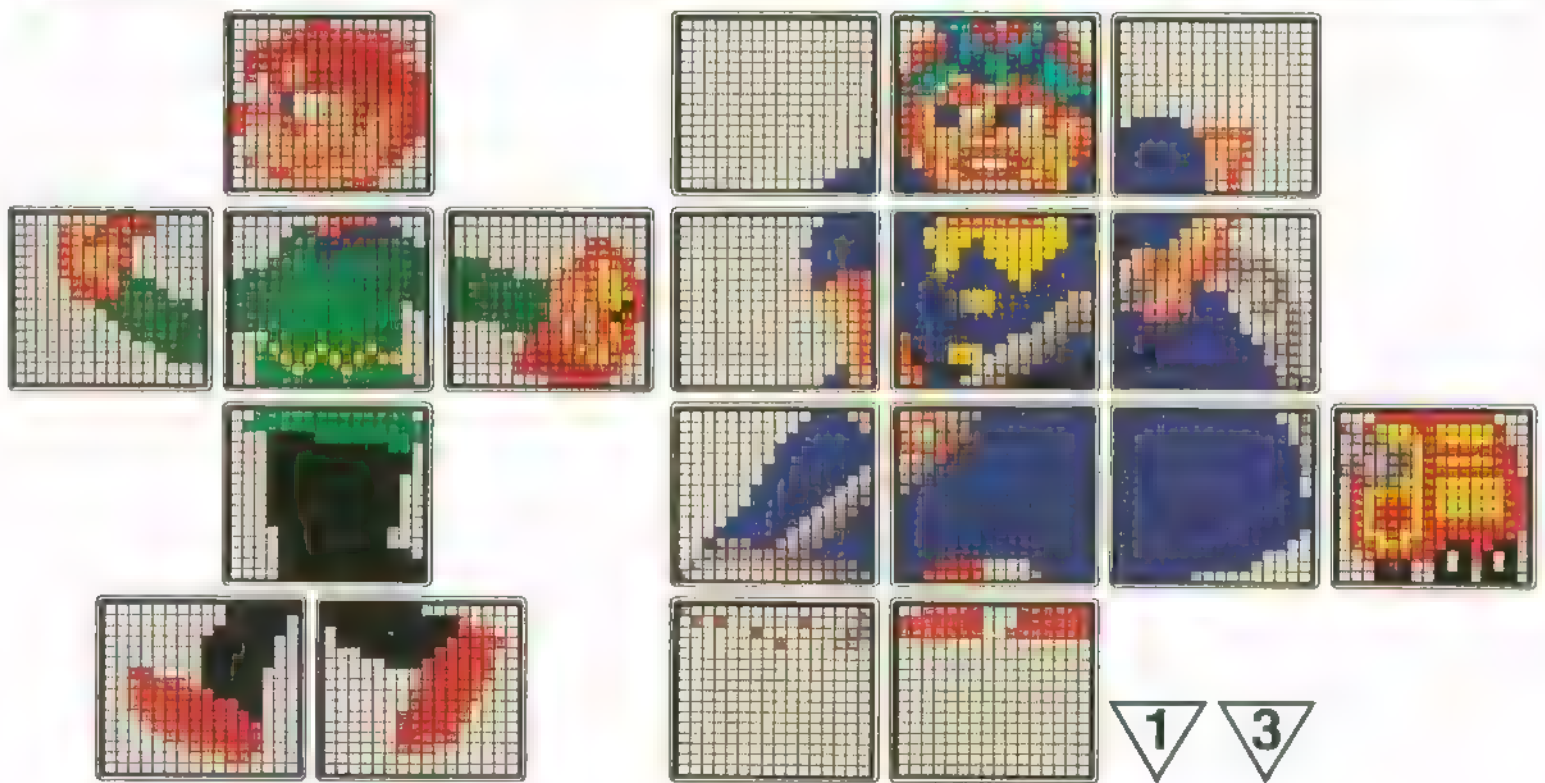


THE VACUUM BLUES





CHARACTER STAMPS



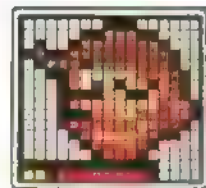
POTATO CHIPS

This part of the animation can be very free-form. Make any shape of chip that you'd like. Just alter the shape and position of the chips in each frame to make them look like they're being dropped.



WIND SURFER

The wind is at your back. Grab the sail and take off! Even if you've never windsurfed before, you can still have fun with it. Use these stamps to make your own windsurfing scene. You can even make your windsurfer sail on a sea of pudding, flames, cheese, or even Jello. Have some fun!



LEVEL ★

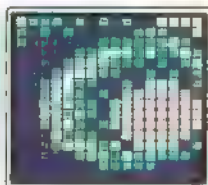
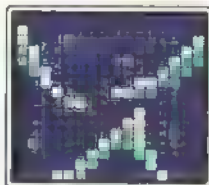


WIND & WAVE WARRIOR

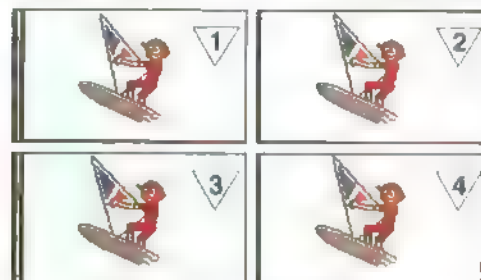
You can animate your windsurfer in many ways. You can make him move radically or just scoot right across the screen with hardly any motion at all. For this animation, we've altered the positions of the sail and the surfer's upper body. It's difficult to see the changes in the frames, but when you animate it, it will appear like he is moving up and down with the waves.

WAVE STAMP OPTIONS

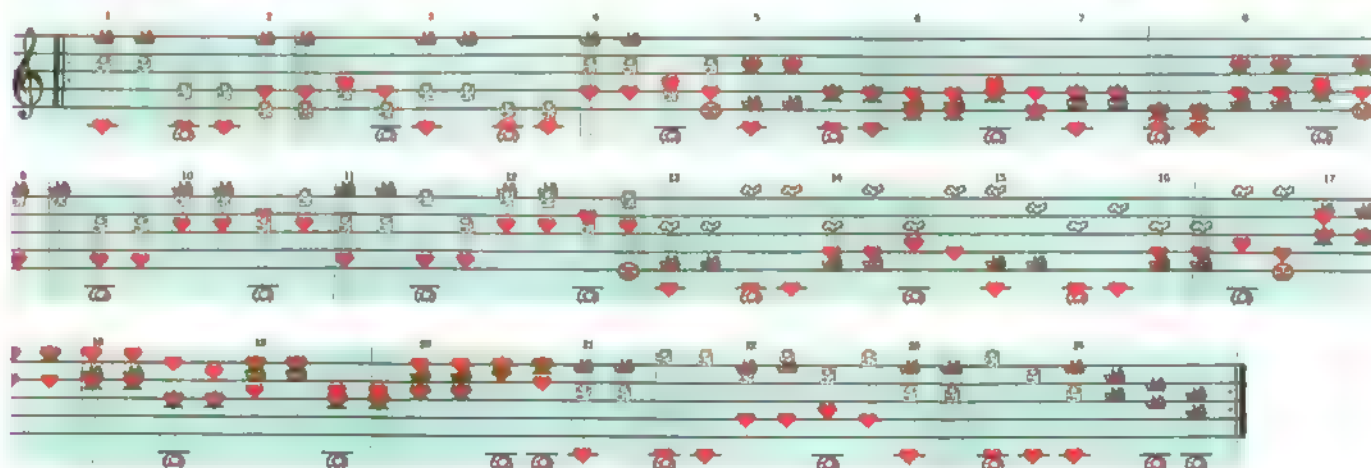
Included in Mario Paint's Stamp Menu is a Wave Stamp. You can use this particular stamp to fill the desired water area if you like. However, under ideal windsurfing conditions, you'll want the waves to be bigger! You can draw the waves by freehand or you can create your own Wave Stamp and add it to your personal Stamp Menu.



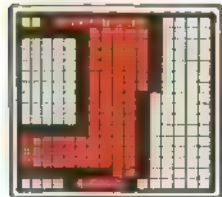
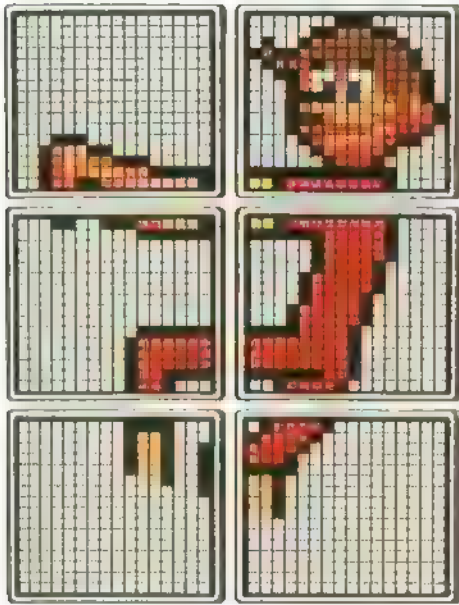
FRAMES



SURFIN' SUMMER



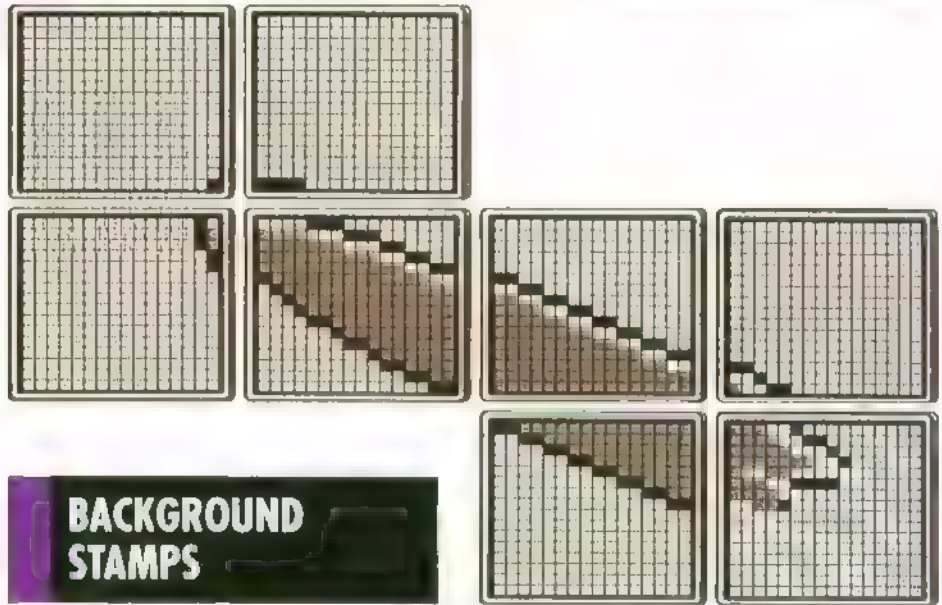
WIND SURFER BOY



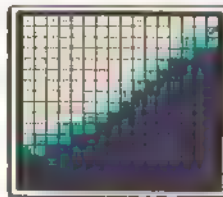
BODY
MOTION

3

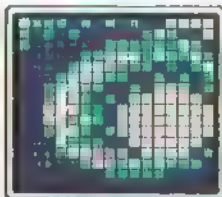
THE SURFBOARD



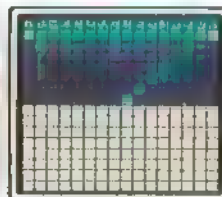
BACKGROUND
STAMPS



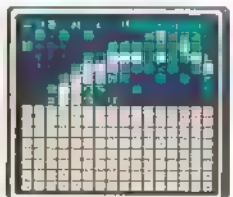
WAVE #1



WAVE #2

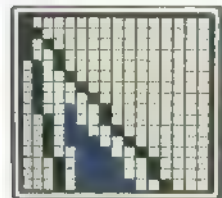


WAVE #3



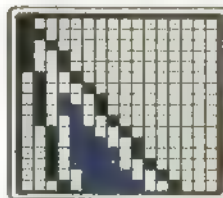
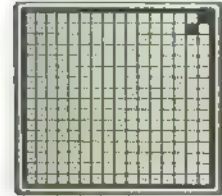
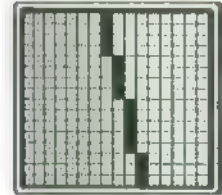
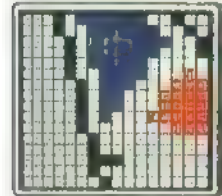
WAVE #4

SET SAIL FOR ANIMATION



SAIL #1

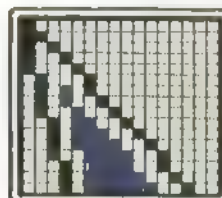
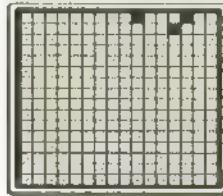
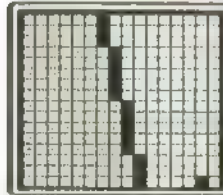
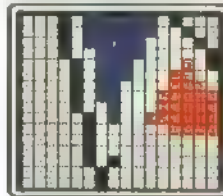
1



SAIL #2

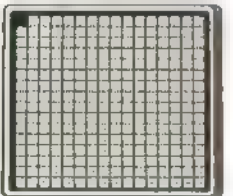
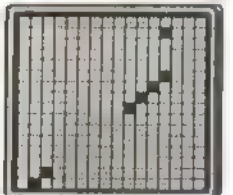
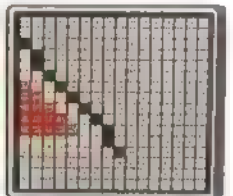
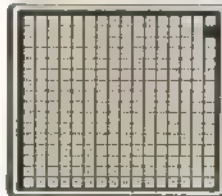
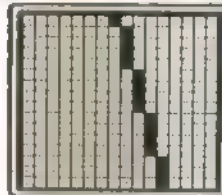
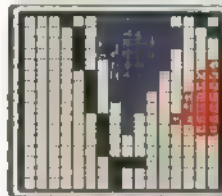
2

4



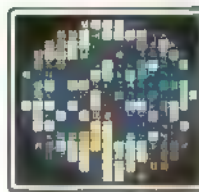
SAIL #3

3

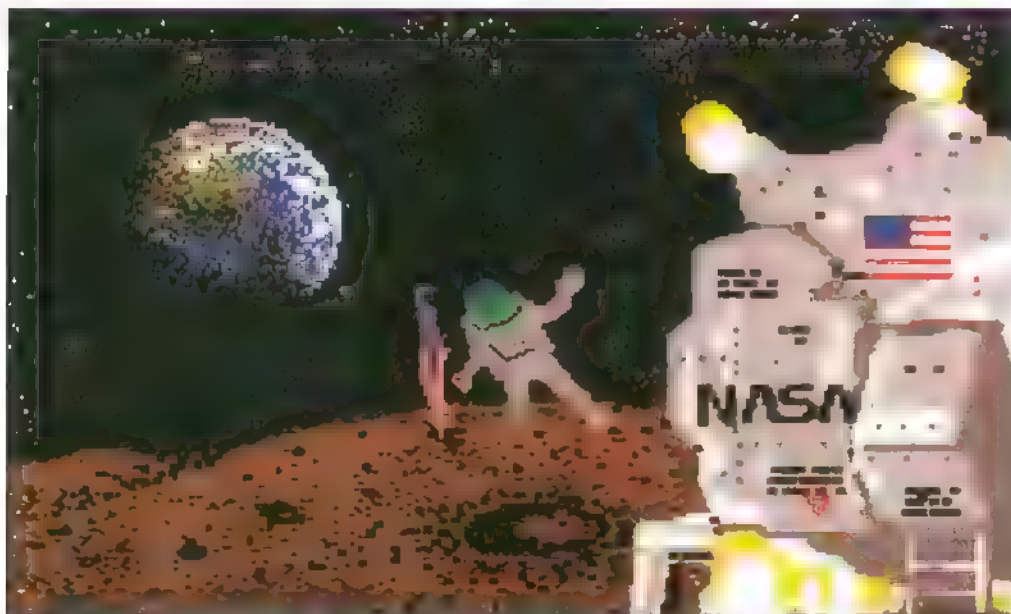


MAN ON THE MOON

It took NASA a decade to put a man on the moon, but now you can do it in a matter of minutes with Mario Paint. Create the star field background and place a planet in the foreground. When plotting the animation path, remember that the moon has less gravity than Earth does.



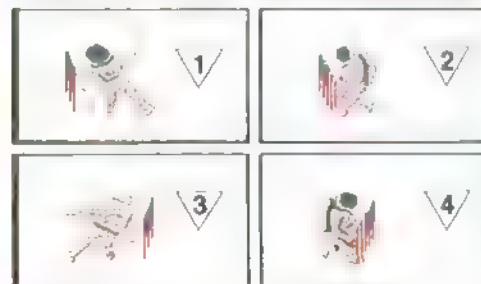
LEVEL ★★★



MOONWALKIN'

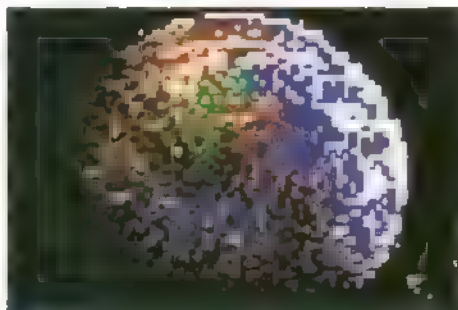
As the astronaut emerges from the lunar landing module, he'll scope out his surroundings and plant the stars and stripes. He's the original moonwalker.

FRAMES



PLANET EARTH

To create the Earth, airbrush lightly to define its shape, then add texture by using stamps of single dots in various colors. You'll also use the single-dot stamps in the dark sky and on the moon's crater-riddled surface.

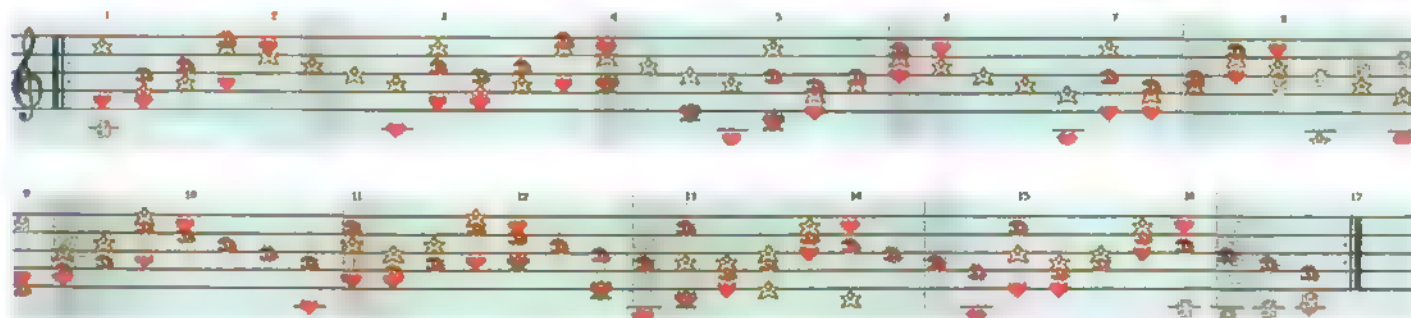


PLOT THE PATH

The moon's gravitational pull is much weaker than the Earth's, so make the astronaut bound lightly and softly as he moves out of the landing module with his flag in hand. You want to make his movements look relatively effortless.



MOON MUSIC



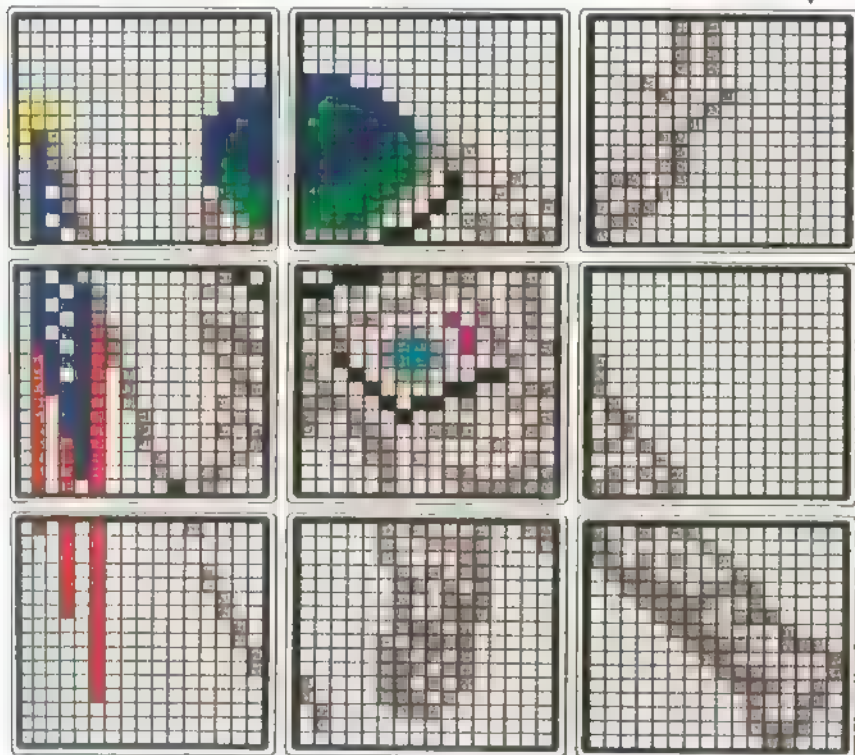


A GIANT LEAP FOR MANKIND

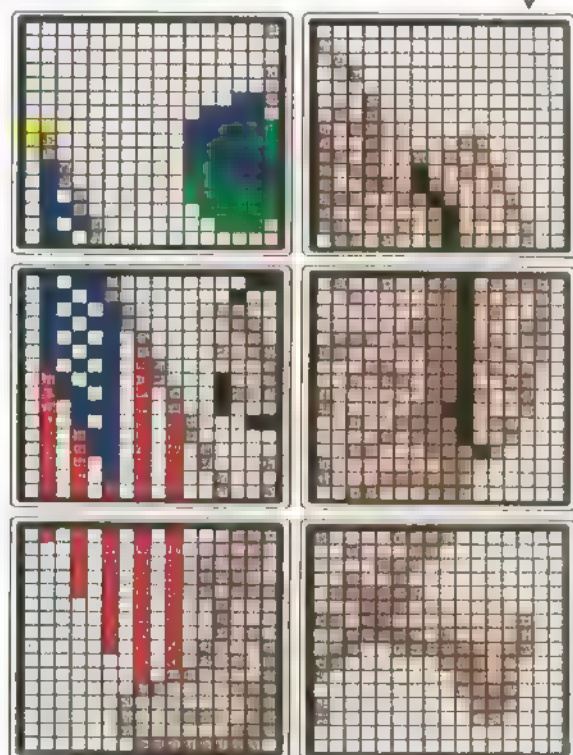
Using four frames of animation, we're going to make the astronaut appear to slowly spin around. In the first frame, he'll face us, then in

the second frame we'll see him from the side. In the third frame, we'll see his back, and he'll complete the slow circle in frame four.

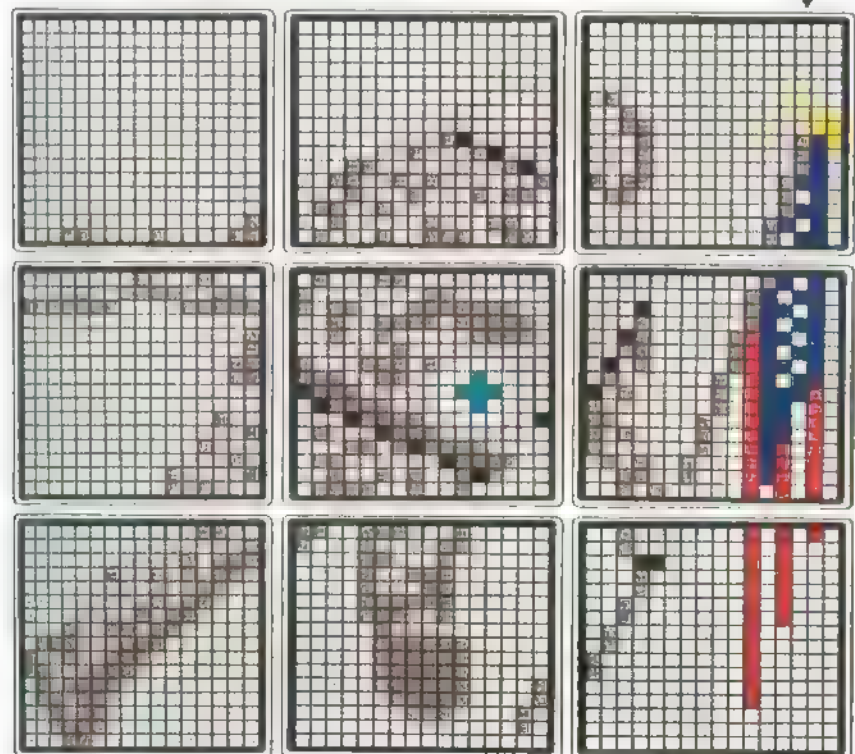
FRAME #1



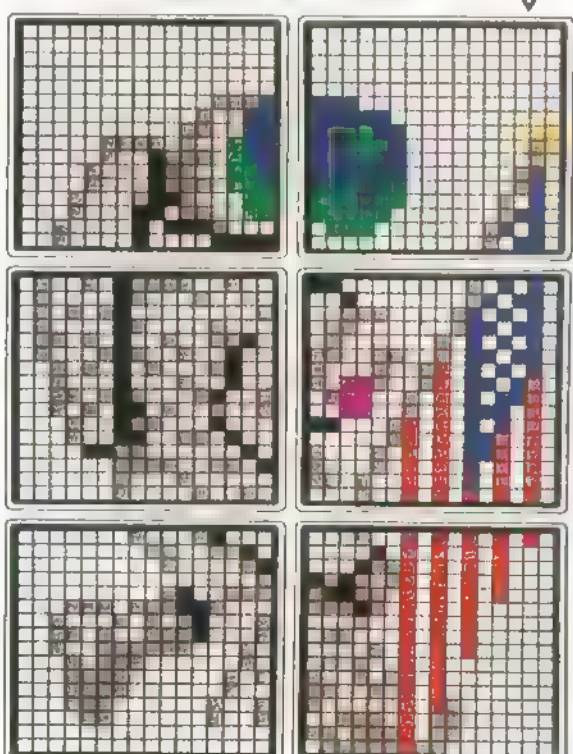
FRAME #2



FRAME #3



FRAME #4

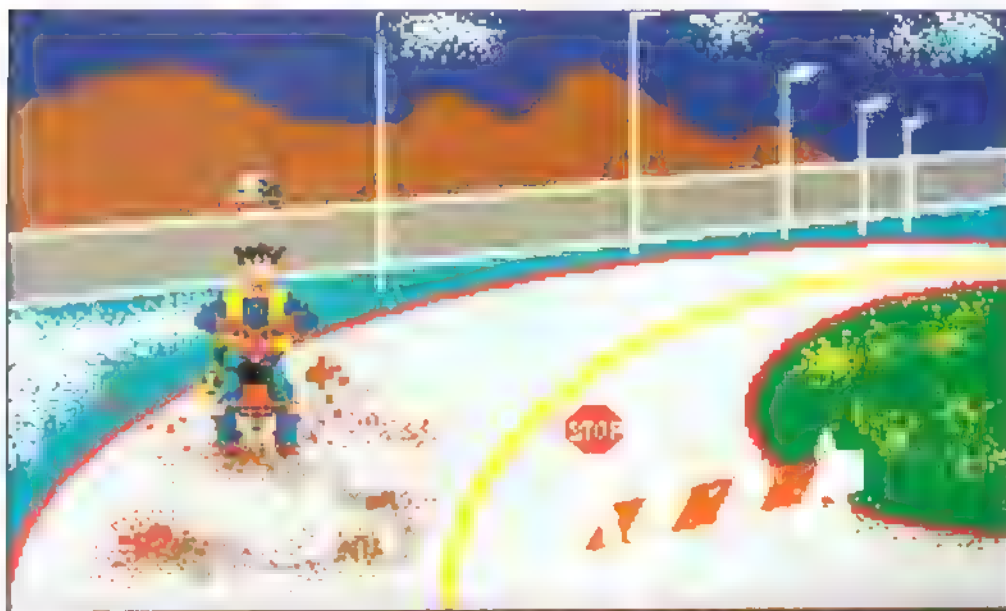


UNDER CONSTRUCTION

Blocking traffic may seem like fun, but this worker might disagree. Blaring horns, flying dirt, and runaway jackhammers make up his day. Road work in the hot sun isn't any fun. . . . unless you work with Mario Paint!



LEVEL ★



BUILD A ROAD

Making a road is easy when you use the Circle Template. Draw a single point along the side of the screen to be a starting point. Start a gray circle from this point and stretch it out towards the center. Use the starting point to continue making circles to finish your road.



HARD WORK

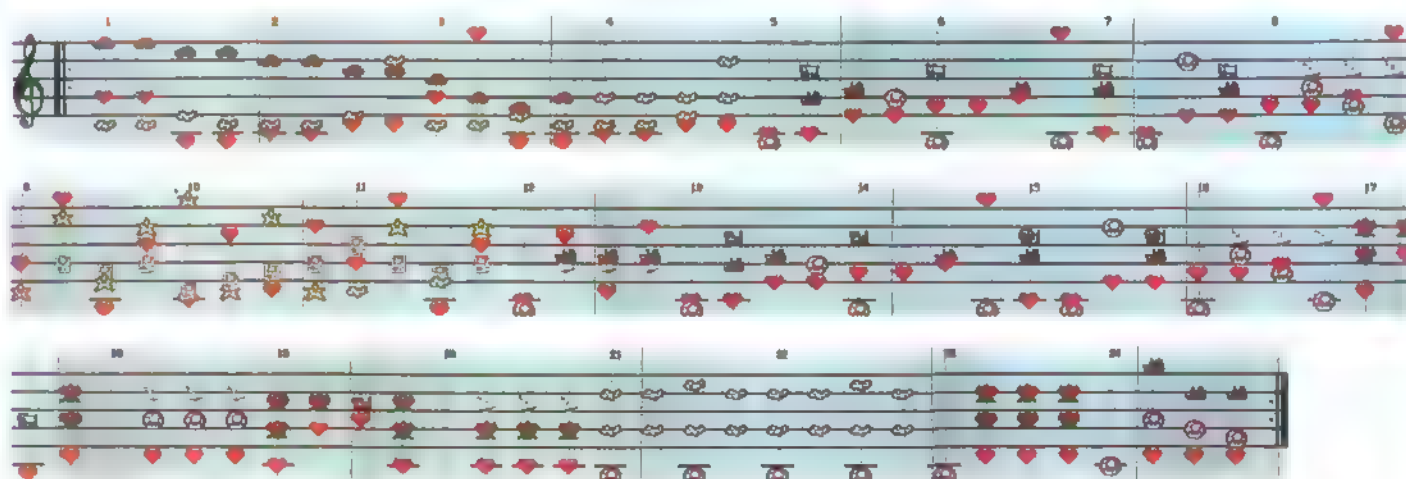
You can make this worker's hard work look easy with this stamp animation. After building the road and background, you can make the jackhammer run the road worker right off the road.

MUD SLINGING

Use the Small Pen and the Airbrush to make the flying dirt in your animation. Use the Small Pen to make single brown, tan, and black dots. Lightly use the Airbrush over the dots to make it appear dusty.



WORKING TUNE



FRAMES



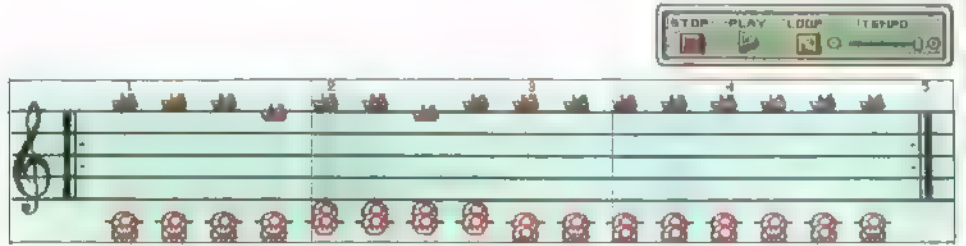
Randomly place the dirt around the worker in each frame of the animation. The dirt will appear to fall naturally when the animation is running. The helmet should fly off the worker on alternate frames to create a comic effect in your animation.

SOUND EFFECTS

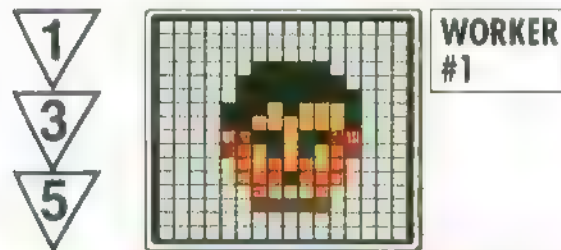
If you don't feel that music is appropriate for your animation you can try adding sound effects instead. Reproduce the score below to give your animation the sound of a jackhammer. Set the tempo to match the movement of the worker to complete the animation.



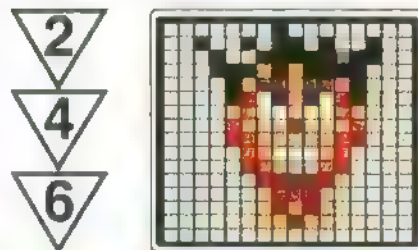
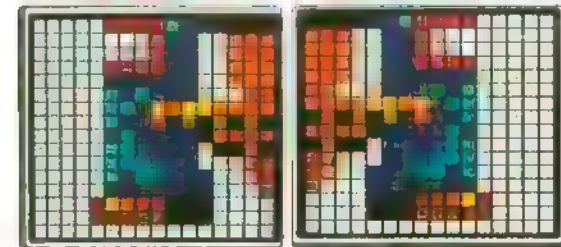
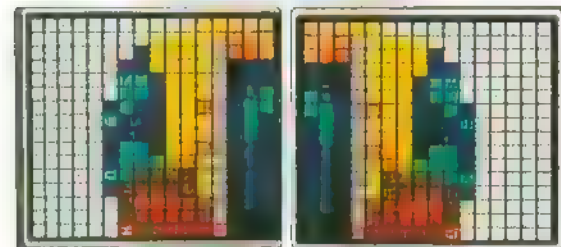
Don't stop with just this sound. Try using the other music stamps to create your own sound effects.



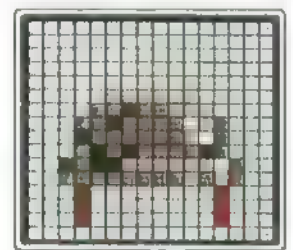
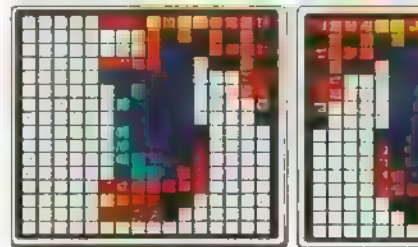
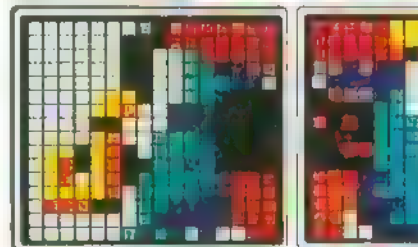
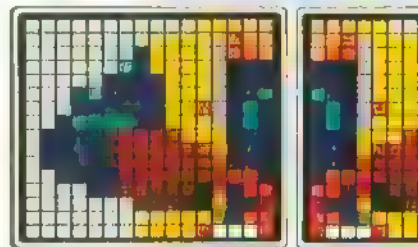
HAMMER HEAD



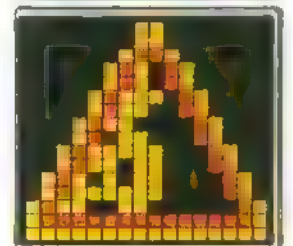
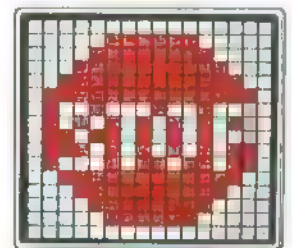
WORKER #1



WORKER #2



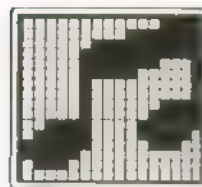
HELMET



SIGNS

BEEETHOVEN

With the help of Mario Paint, we'll go back approximately 200 years to find good ol' Mr. von B. hammering away on the ivories. He'd probably faint if he could see how some forms of music are made today!



LEVEL ★★

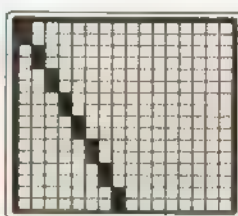


PIANO MASTER

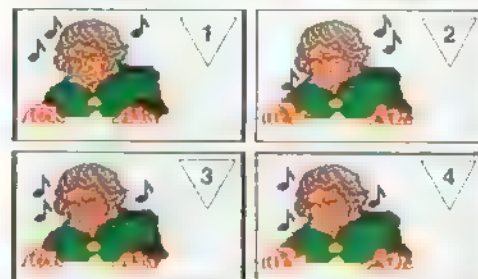
What's that? A bead of sweat forming on Beethoven's left brow? Yes, it is! He's working very hard. This cool four-frame animation works just as hard. There are four variables that can change in each frame. They are his hands, his facial expressions, the notes around his head, and the tiny bead of sweat that runs down his face. When you add the music, it's even better!

THE KEYBOARD

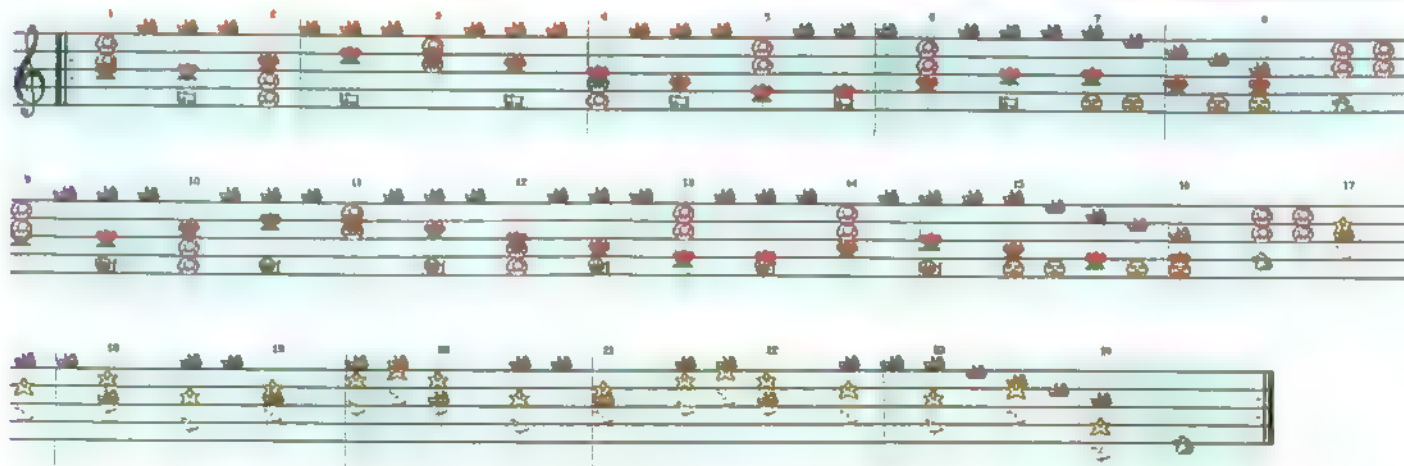
You can draw the keyboard free-hand, but if you want to get it exactly right, use stamps. To give it depth, the keys to the left of middle C should be set at an individual angle, then copied to the right side of the keyboard.



FRAMES



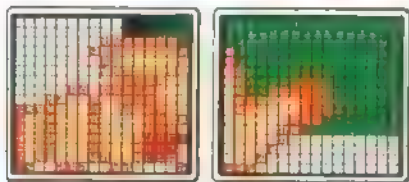
MARIO PAINT SYMPHONY #9



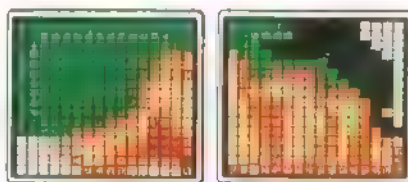
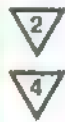
LUDWIG VON BEETHOVEN



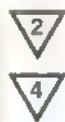
MUSICAL GENIUS AT WORK



RIGHT HAND



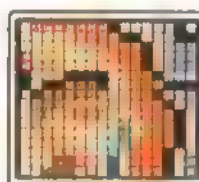
LEFT HAND



FACE #1



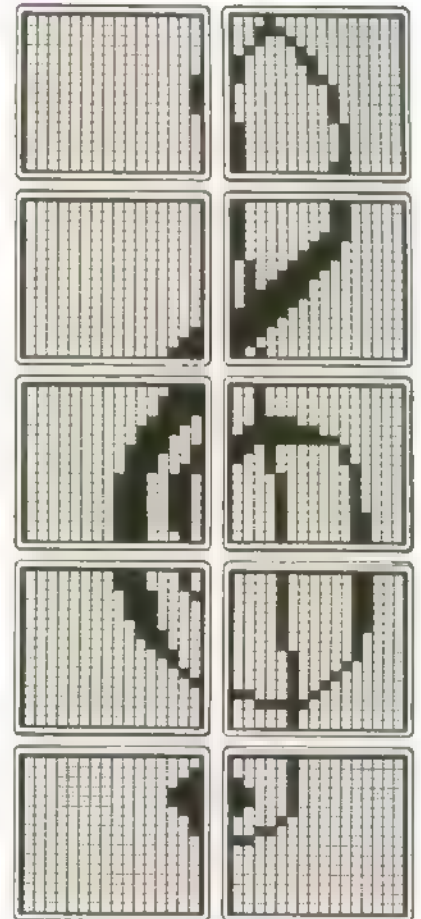
FACE #2



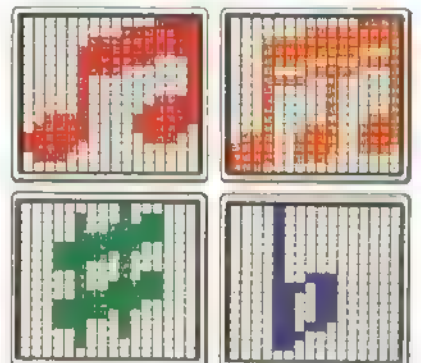
FACE #3



NOTATION

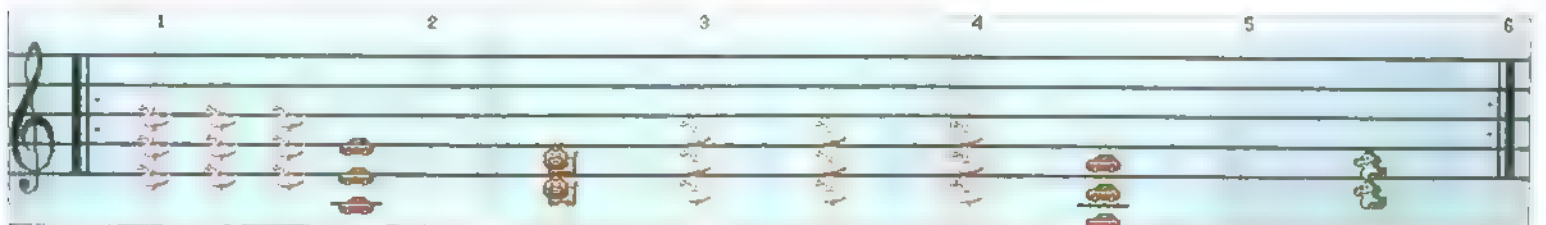


TREBLE CLEF



MUSICAL STAMPS

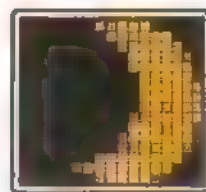
MARIO PAINT SYMPHONY #5



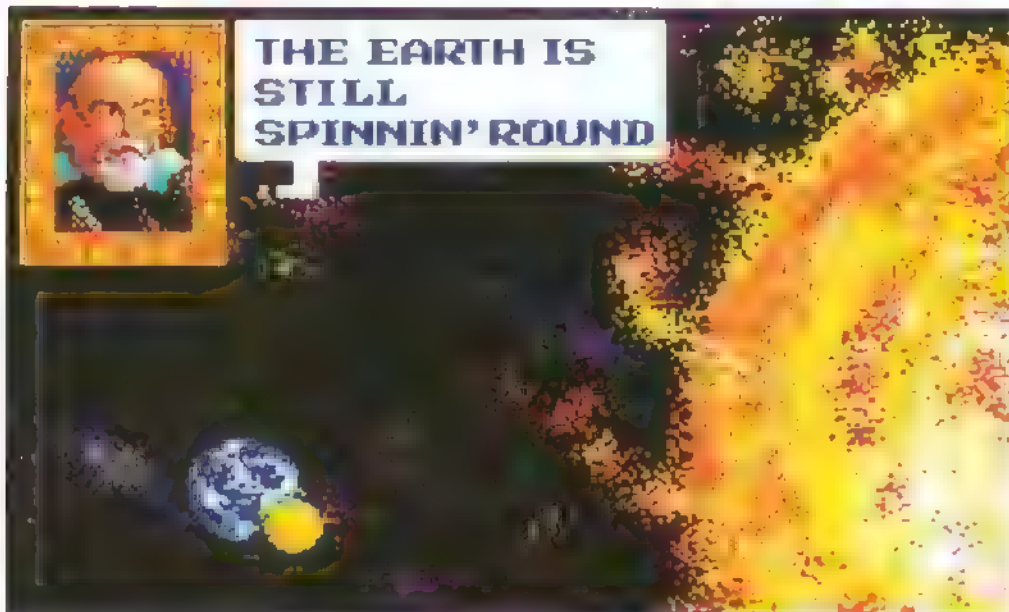


ORBITAL VISION

Show off your understanding of the universe with this cosmic animation. With a little artistry you can create a working model of our solar system. Include a portrait of the early astronomer Galileo and let him explain his theory.

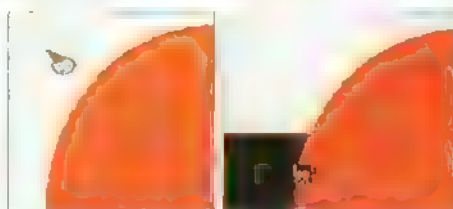


LEVEL ★★★



CIRCLE & PAINTBRUSH

Use the Circle Template to create the sun in the foreground of your picture. Draw a large yellow circle that stretches off of the edge of the screen. Use the Paintbrush to make the inside of the circle yellow and the outside of the circle black. This gives you a starting point

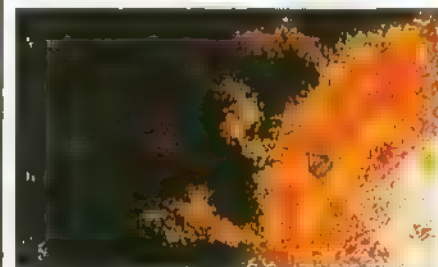


THE HELIOCENTRIC THEORY

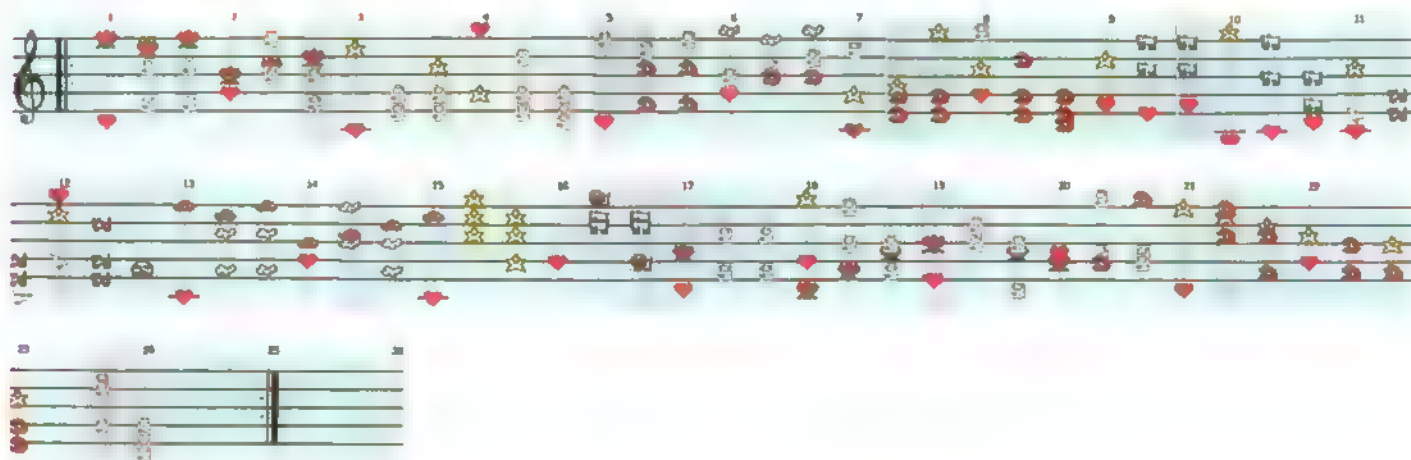
Galileo was one of the first astronomers to believe that the Earth orbited the Sun. Until that time people believed that the entire universe circled the Earth. Now you can demonstrate his theory with Mario Paint.

STARS AND CORONA

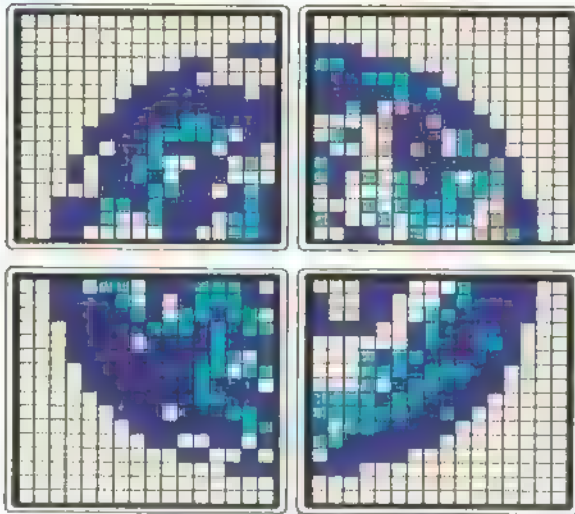
Use the Airbrush as your drawing tool when you create the stars and the corona surrounding the sun. Use light strokes when making stars so the sky doesn't look too crowded. You can use heavier strokes of yellow and orange to make the sun's corona.



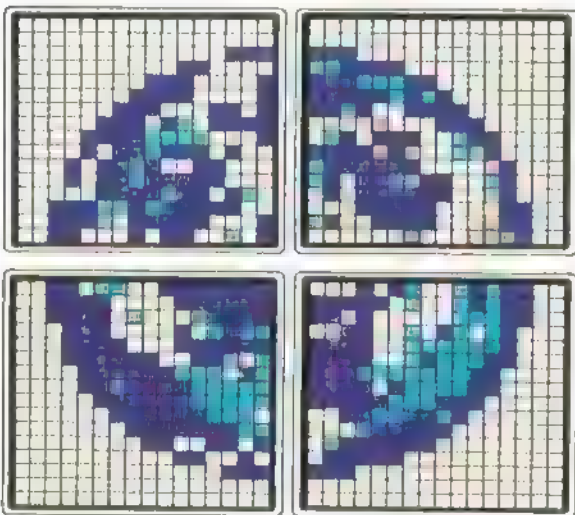
ORBITAL OPUS



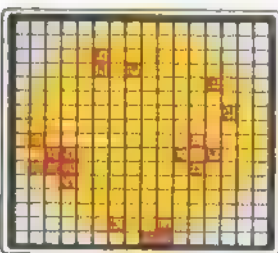
EARTH & MOON



EARTH #1



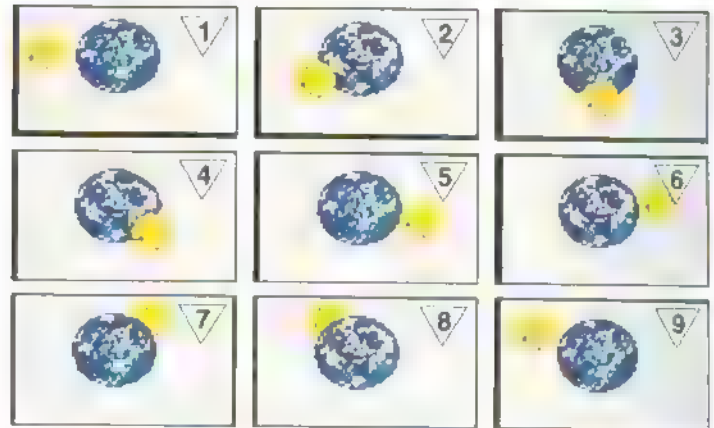
EARTH #2



MOON

When you are using the moon stamp in the animation frames, place it in the frame first when the moon is behind the earth. This will create the illusion of the moon's orbital motion.

FRAMES

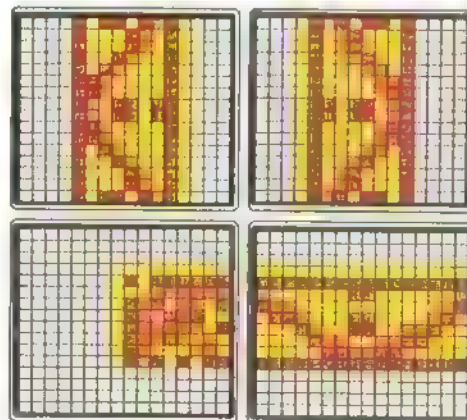


GALILEO

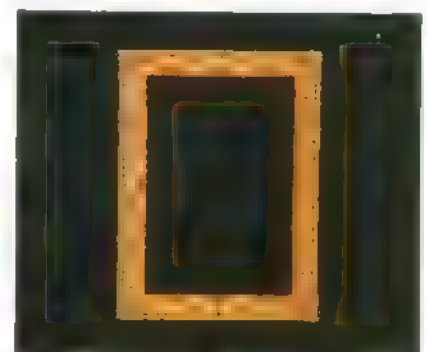


FRAMING THE PORTRAIT

Use the stamps to the right to create the frame around Galileo's portrait. Finish the portrait before you start the frame, so you can make it fit properly. You need only two stamps for the sides when you use the Rotate/Flip icon. Build the sides of the frame with the stamp and its mirror image. Flip the corner stamp to use it in all four corners.



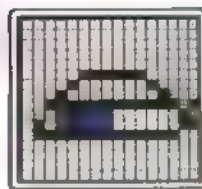
PICTURE FRAME





FACES IN THE CROWD

One of the fun ways to use Mario Paint is to create animated faces or caricatures of people you know. One of the tricks to making caricatures is to exaggerate facial features and expressions. The shopper below is obviously amazed over those fantastic sale prices!



LEVEL ★★

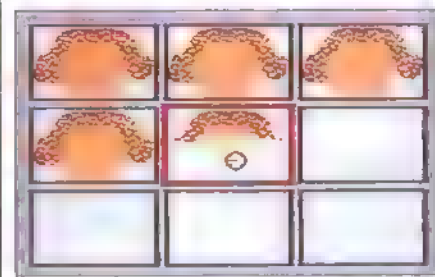


FACIAL EXPRESSIONS

Using five different eye Stamps and a trio of mouth Stamps, you can create some great facial animation. You can adjust the speed of the animation sequence to make the facial expressions seem more realistic.

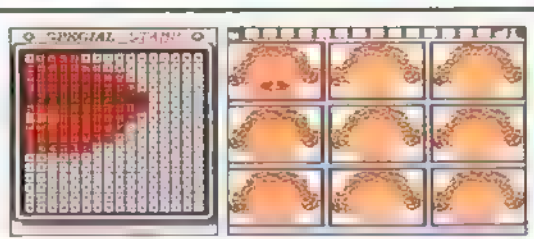
SAVE FACE

For consistency, draw one blank face and then copy it onto each frame. It might look pretty strange if the head changed shape during the animation!

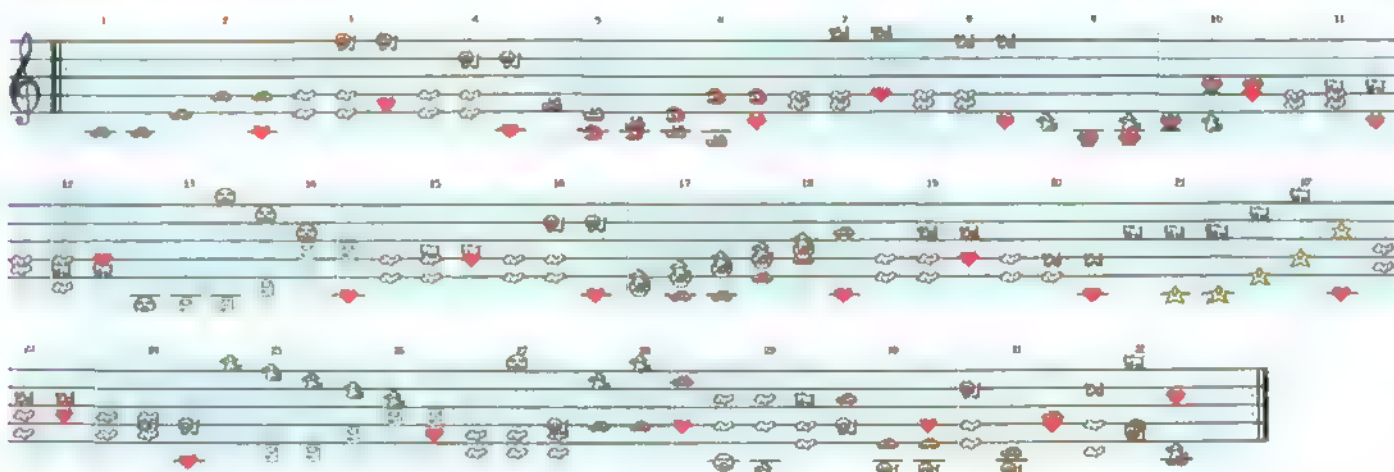


PUCKER UP

Each set of lips can be created by using only one Stamp. For the wider sets of lips, place one side of the Stamp and then, using a horizontal flip, place the other half to complete the set of lips.



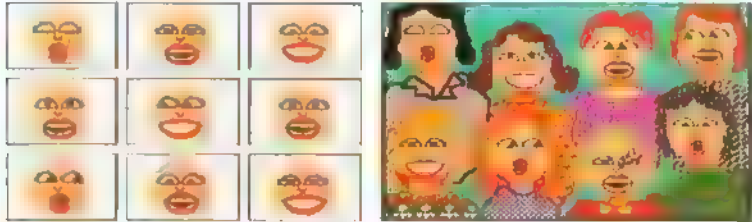
FACE MUSIC





SING ALONG

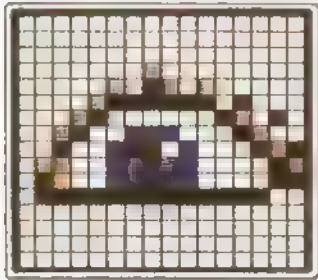
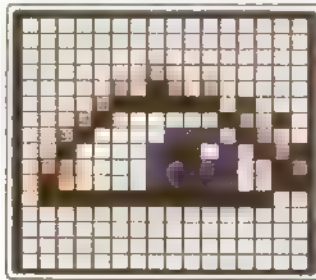
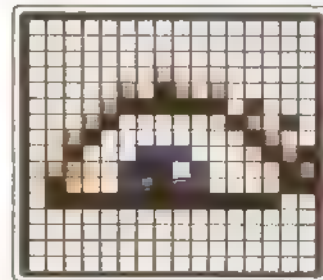
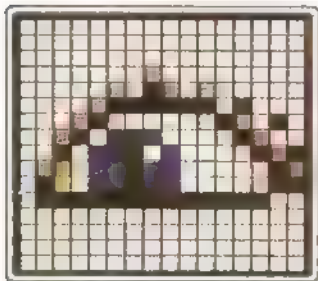
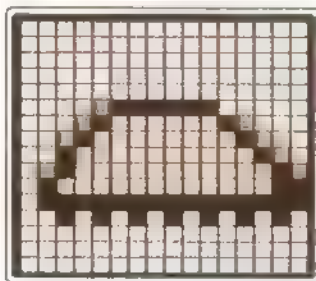
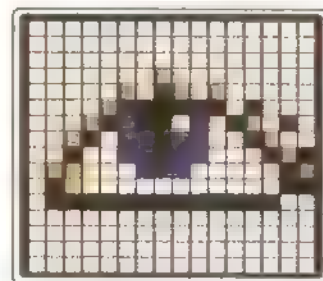
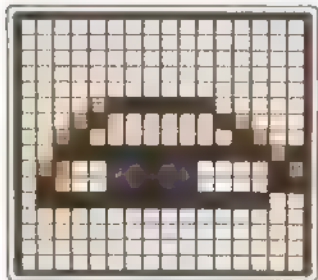
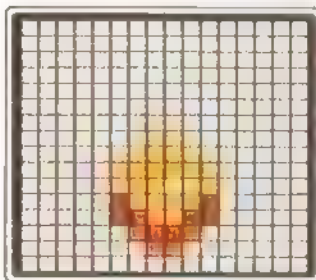
Make your own chorus or rap group, then add animated mouths to make them sing their parts. Try to match the speed of the animation to the tempo you set for your musical score.



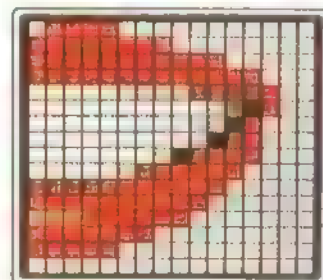
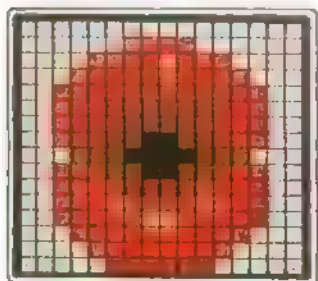
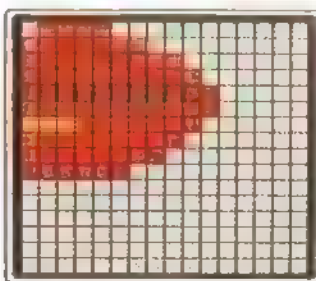
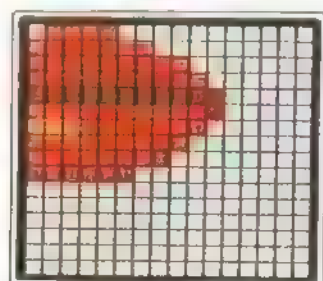
FRAMES



STAMPS TO SEE, SMELL AND SPEAK WITH

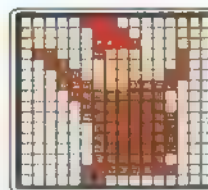
EYE
#1EYE
#2EYE
#3EYE
#4EYE
#5EYE
#6EYE
#7

NOSE

LIPS
#1LIPS
#2LIPS
#3LIPS
#4

HOME RUN BANDIT!

Many a hitter has seen his hopes of a home run dashed by this sight. The outfielder goes up, and with a tremendous athletic effort, makes a circus catch to rob the batter of a round-tripper. To add to the excitement, we'll make our outfielder dive into the crowd to make the grab!



LEVEL ★★★



DIVE INTO THE SEATS

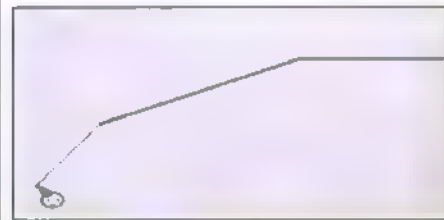
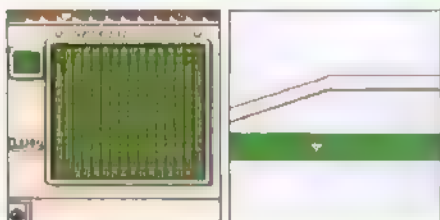
Up, up...and over! The hometown crowd goes nuts! What a catch! This one will definitely make the highlights on the evening news sports wrap-up. Don't spill any popcorn or peanuts.

PLAY THE ANGLES

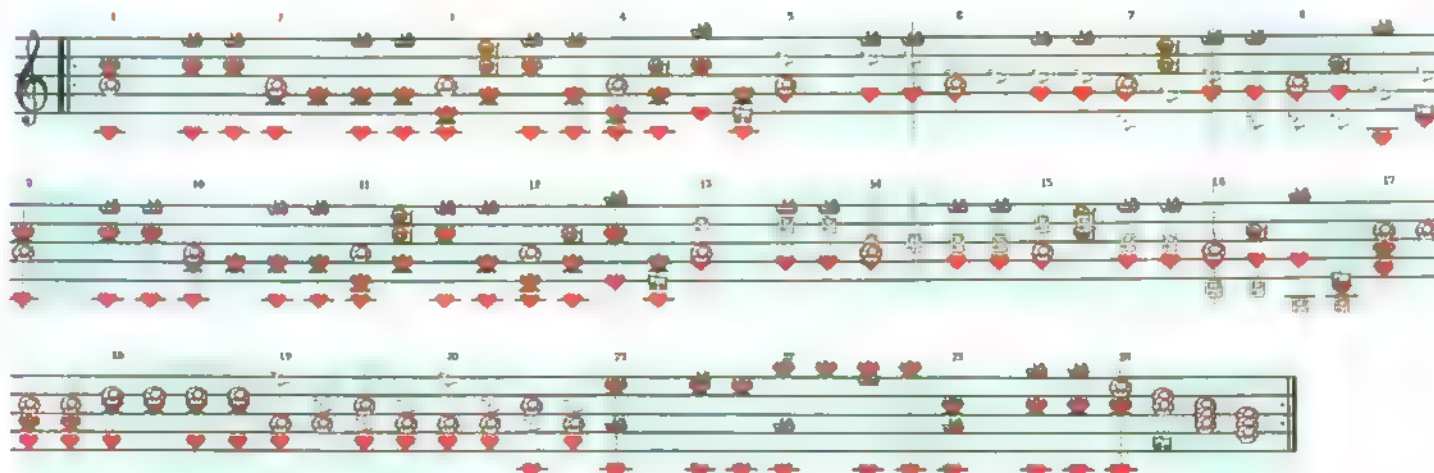
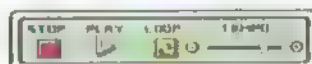
To get that "3-D feel" in your Mario Paint art, it's important to know how and when to use various shapes. Using different colors and patterns helps to define depth. If you fill the field and two sections of the fence with diagonal lines while leaving one section of the fence and the warning track solid, you help to create the illusion of depth. Experimentation is the best way to learn this art technique.

FIELD OF STAMPS

Since it would be a painstaking task to hand-draw the fence and field with the diagonal lines in them, you can just use a simple Stamp. Fill in the spaces using the Paintbrush icon and the appropriate color. It's easy! Our example is very easy to re-create. You could easily take it one step further by using more background detail.

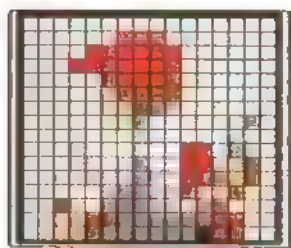


FANFARE

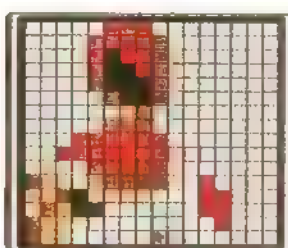




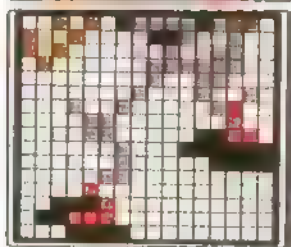
ALL-STAR OUTFIELDER



1



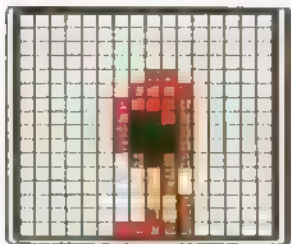
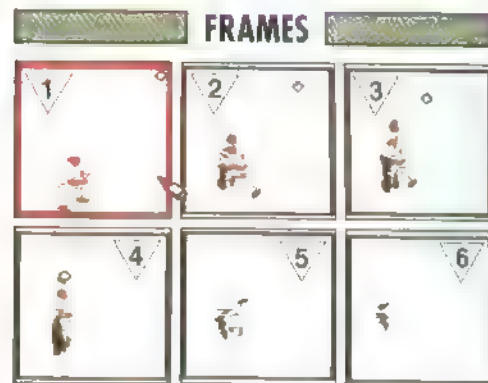
2



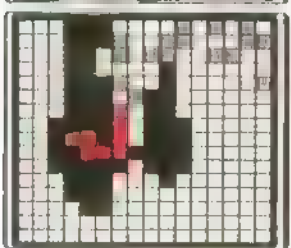
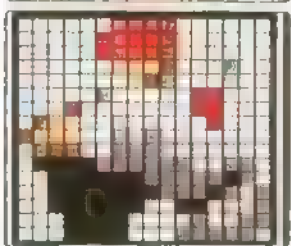
OUTFIELDER #1



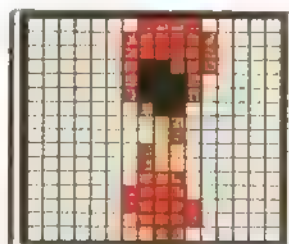
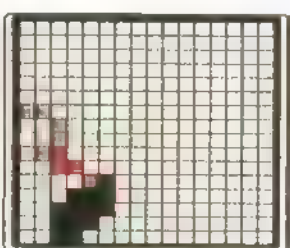
OUTFIELDER #2



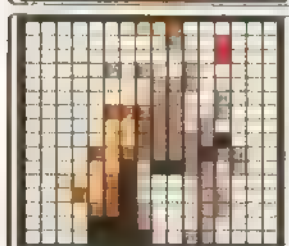
3



OUTFIELDER #3



4



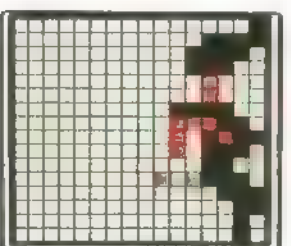
OUTFIELDER #4



5

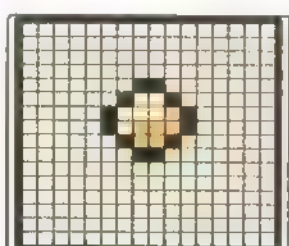


OUTFIELDER #5



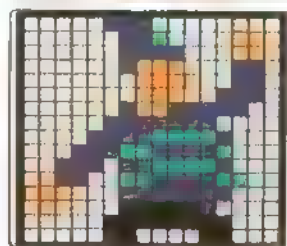
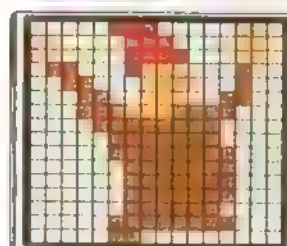
6

OUTFIELDER #6



BASEBALL

THE FANS GO WILD!

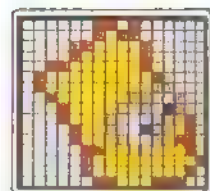


What would a baseball game be without fans? It would be pretty boring! Acknowledge the outfielder's outstanding play with a rousing cheer from the crowd. Now, can you make them do "The Wave?"



BARTMAN ON THE MOVE

Nobody seems to be home at the Simpson residence. Nobody that is, except Bart. "Cool, man. I guess I'll just have to go out to the garage and test out Homer's new power tools," says Springfield's version of the boy-wonder. What kind of trouble will he get himself into next?



LEVEL ★★

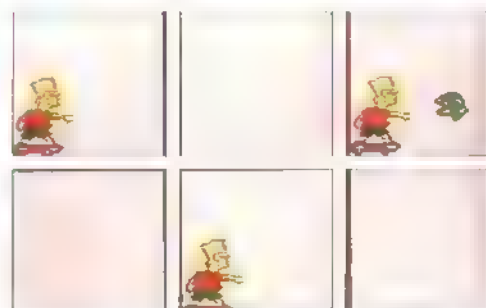


DON'T HAVE A COW, MARGE!

Paint this familiar living room first, and then add Bart. You can also send him flying across the room on his skateboard.

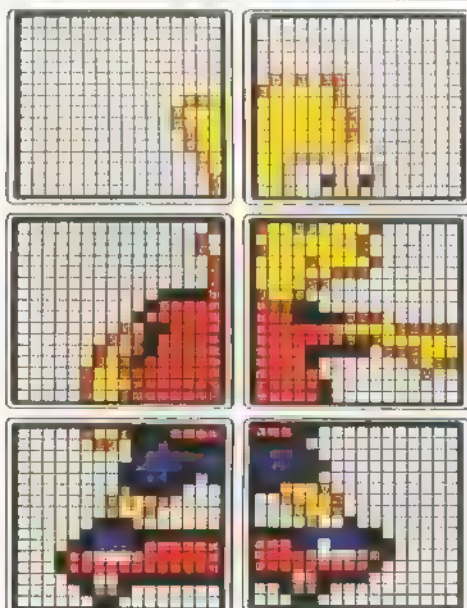
BART MOVES

No one walks quite like The Bartman. We think that we've captured his famous stride well with our Stamp Animation. As a bonus, we're giving you Bart on his trusty skateboard, too!

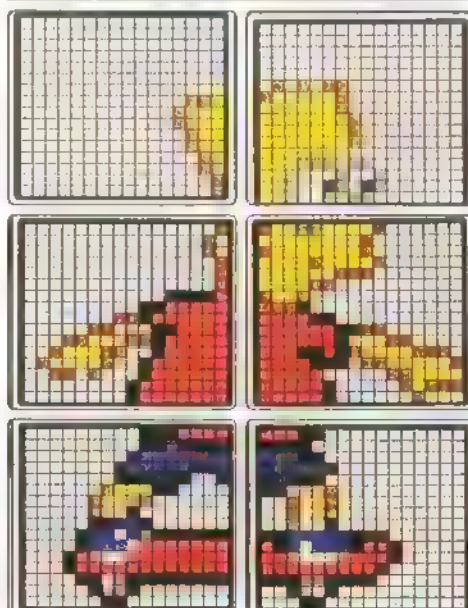


PORTRAIT OF A SIDEWALK SHREDDER: BART SIMPSON

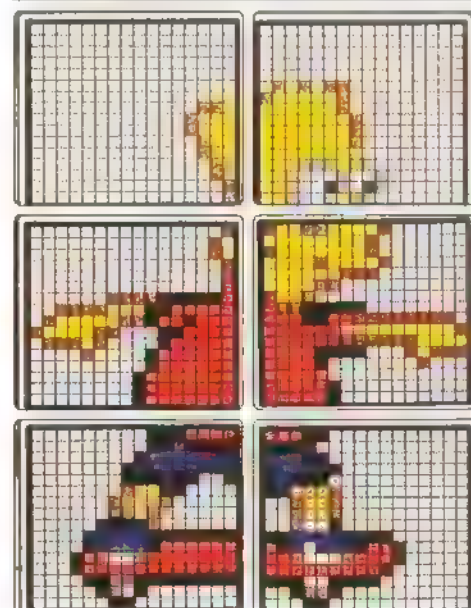
SKATEBOARDING BART #1



SKATEBOARDING BART #2

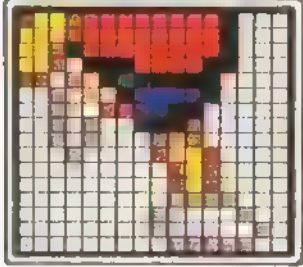
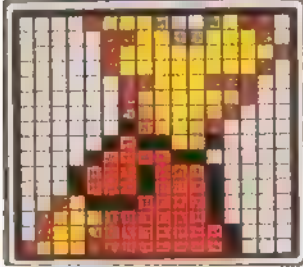
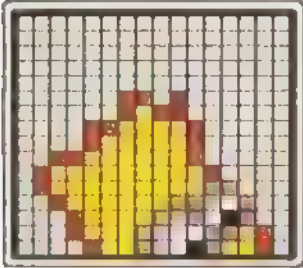


SKATEBOARDING BART #3

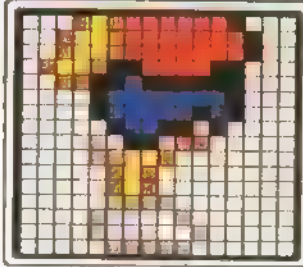
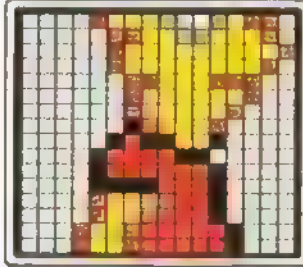
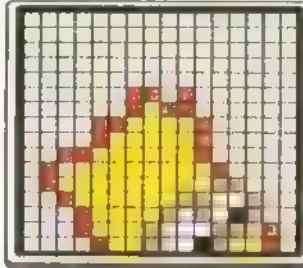


BARTMAN STAMPS

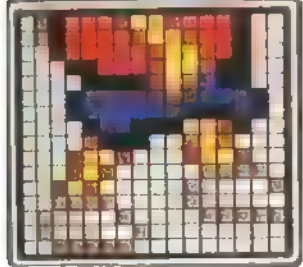
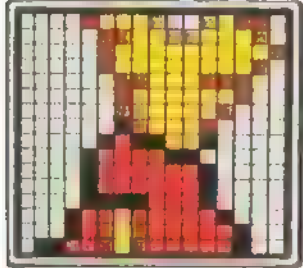
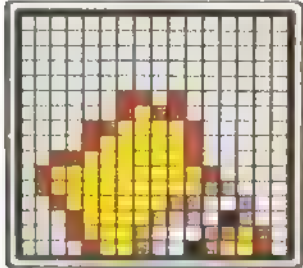
BART #1



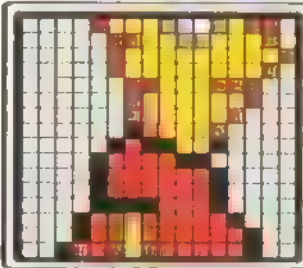
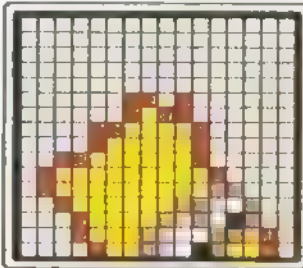
BART #2



BART #3



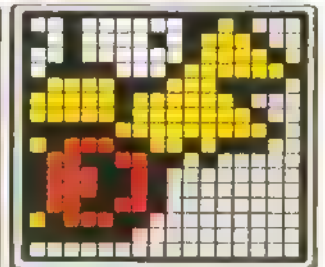
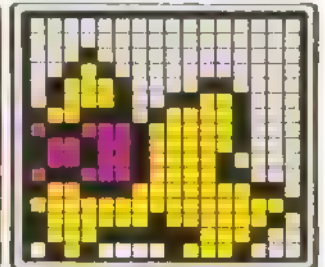
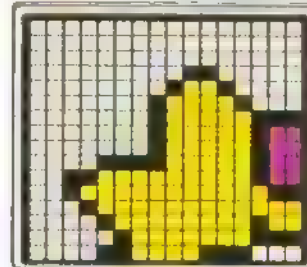
BART #4



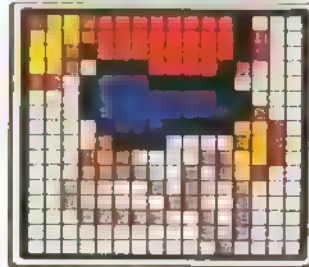
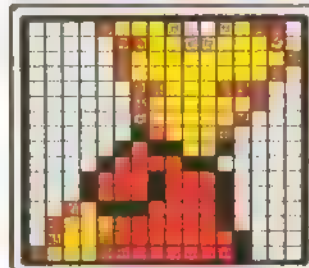
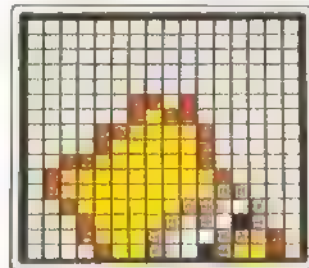
FRAMES



HERE'S MAGGIE!



BART #5



PLOK

Plok, a plucky character from Tradewest, never loses his head, but he does lose his arms and legs on occasion. He has an interesting ability: he can throw his limbs at approaching enemies. We created the stamps that make him up with that ability in mind, making each limb a separate stamp.

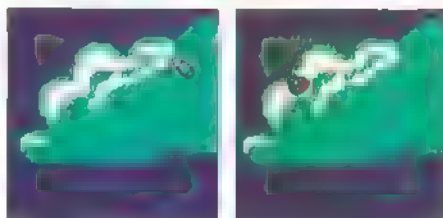


HOPPING MAD

Plok keeps his wits – and limbs – about him in this animated sequence. He's learning to leap from an expert. Drawing the background is a challenge, but we get you started by showing how to draw the clouds that add dimension to the scene. Use a circle template to make the orange scallops and fill them in using the Paintbrush.

DRAWING CLOUDS

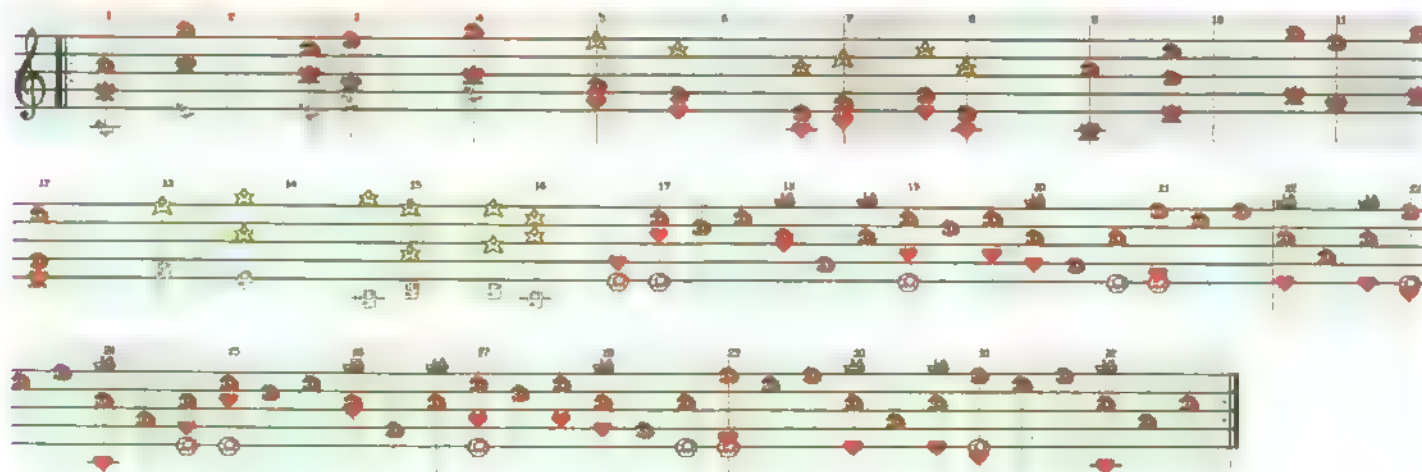
Start by filling the screen with dark blue, then draw the outline of the clouds with a small, light blue pen. Fill the clouds with light blue. Select a small white pen and add the contoured shading. Finally, use the Airbrush and light blue paint along the edge of the clouds to add depth.



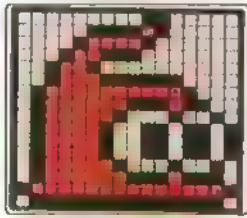
FRAMES



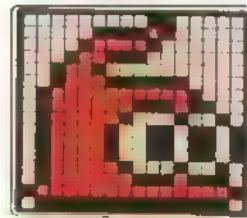
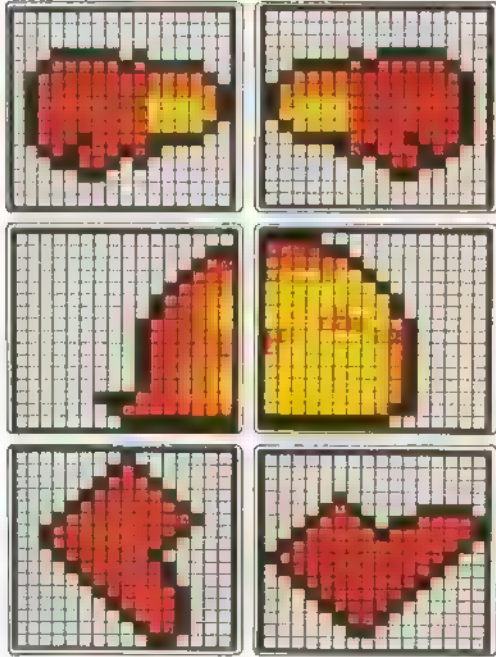
JUMPING AROUND



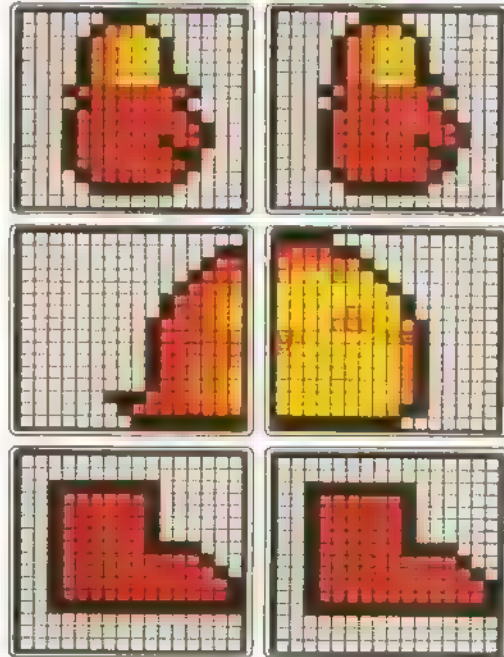
RUNNING PLOK STAMPS



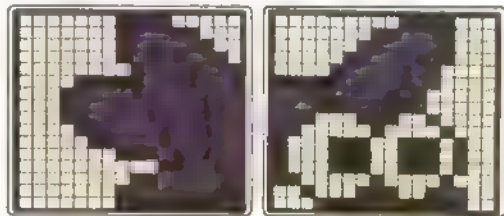
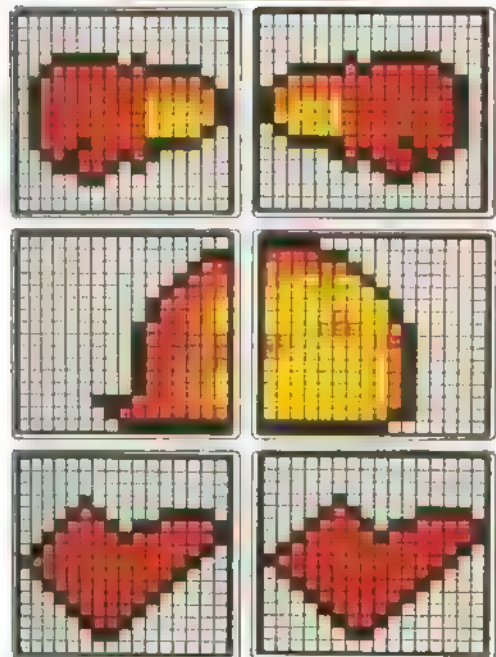
PLOK #1



PLOK #2



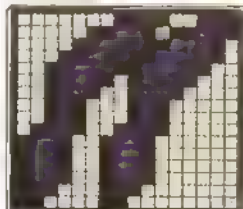
PLOK #3



BLUE FLEA #1



BLUE FLEA #2

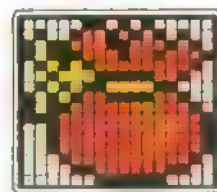




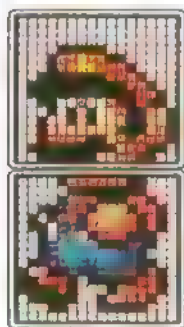
CHARACTER COLLECTIONS

STAMP OUT FAMOUS FACES

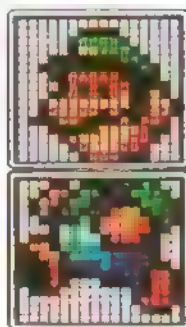
We've created not only famous faces but also items and moves from video favorites for this section. Some are small, made with a single stamp, but others took many more: "Mario Painting" required 42!



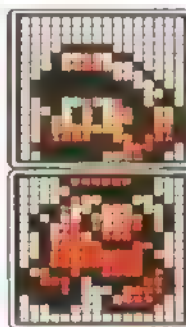
SUPER MARIO BROS.



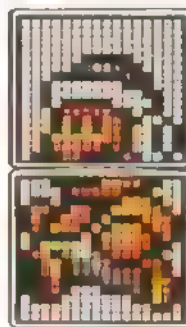
SUPER MARIO



SUPER LUIGI



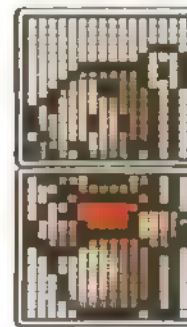
FIERY MARIO



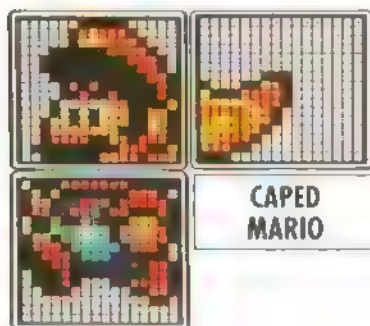
HAMMER MARIO



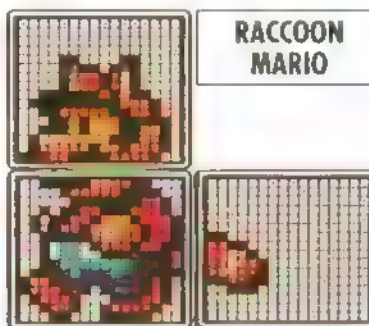
FROG MARIO



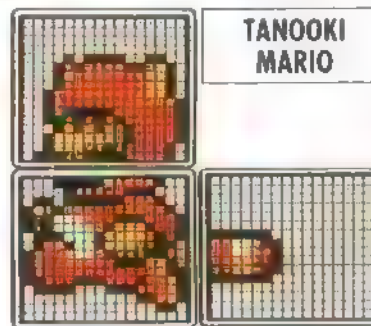
MARIO STATUE



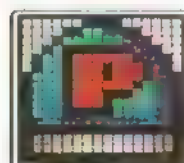
CAPED MARIO



RACCOON MARIO



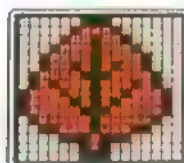
TANOOKI MARIO



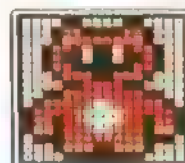
P-SWITCH



KEY



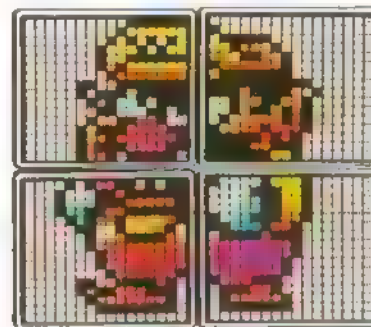
SUPER LEAF



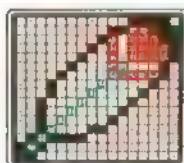
TANOOKI SUIT



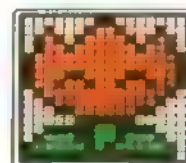
BOWSER



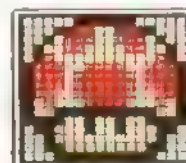
WARIO



FEATHER



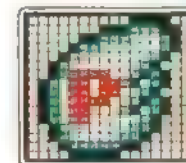
FIRE FLOWER



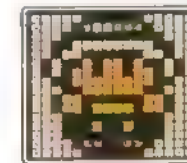
SUPER 'SHROOM



STAR

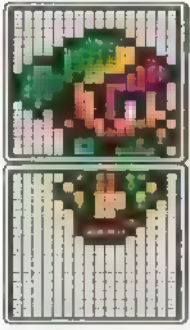


P-WING

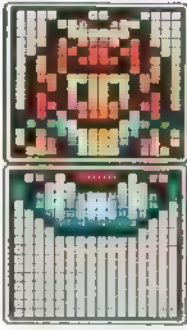


HAMMER SUIT

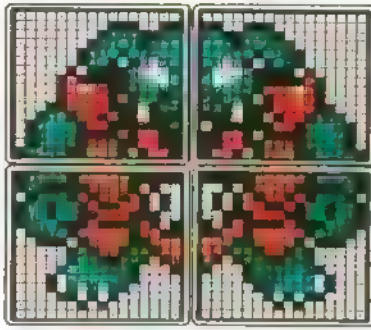
THE LEGEND OF ZELDA



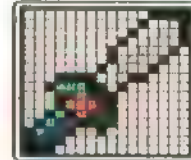
LINK



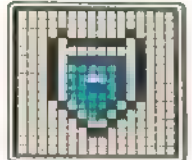
ZELDA



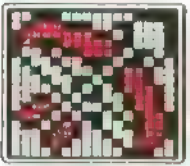
GANON



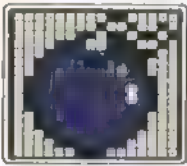
SWORD



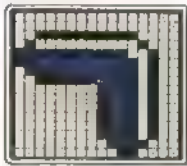
SHIELD



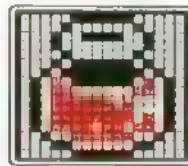
ARROWS



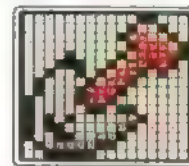
BOMB



BOOMERANG



BOTTLE

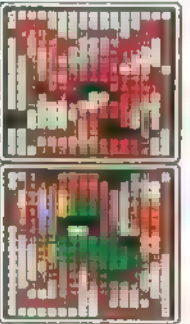


SHOVEL

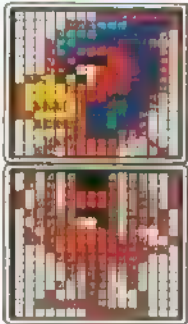


HAMMER

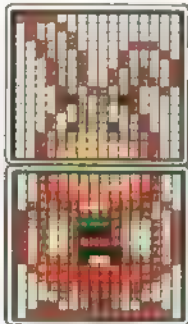
STAR FOX



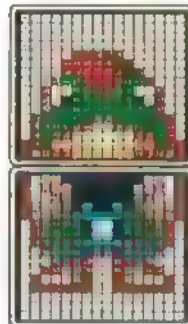
FOX



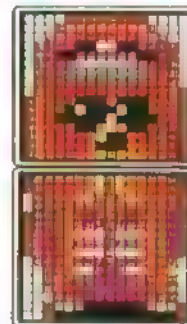
FALCO



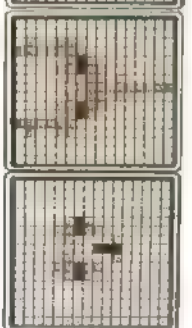
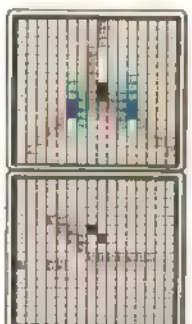
PEPPY



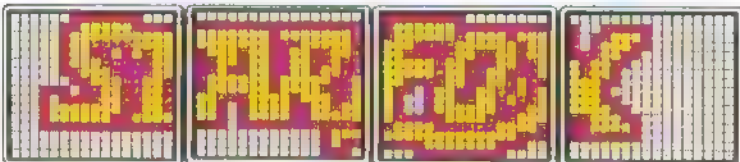
SLIPPY



GEN. PEPPER

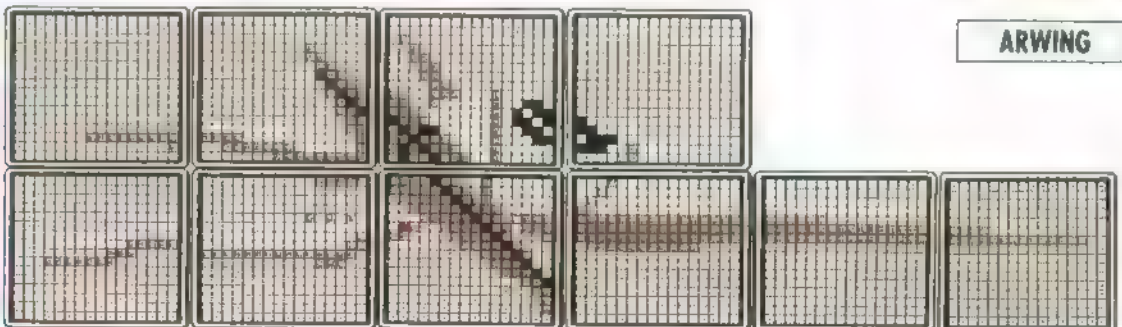
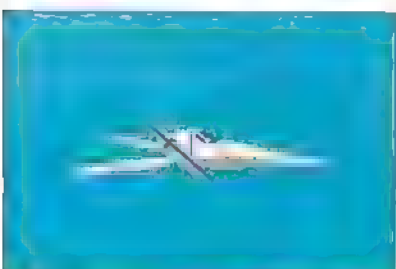


ARWING



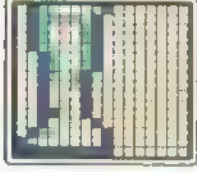
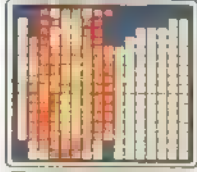
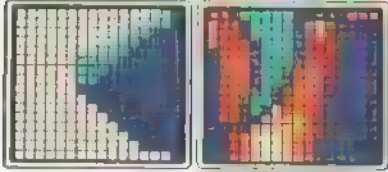
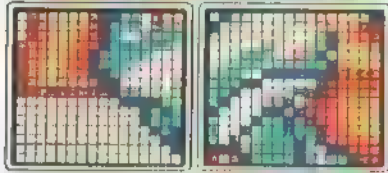
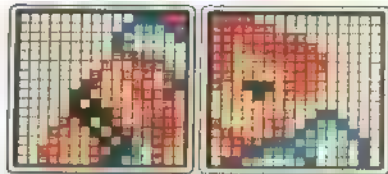
STAR FOX
LOGO

LARGE ARWING

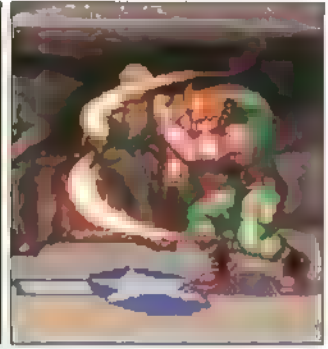
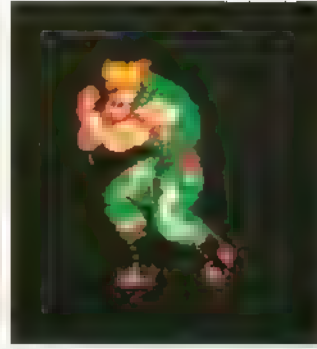
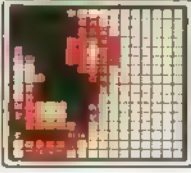
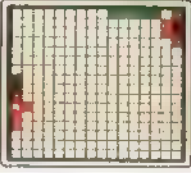
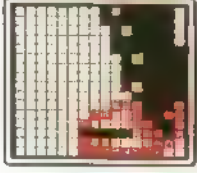
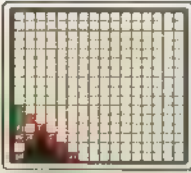
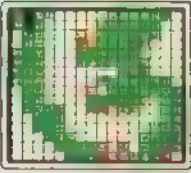
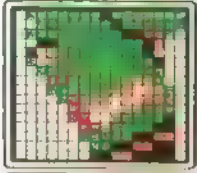
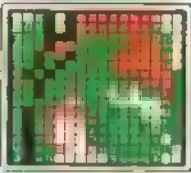
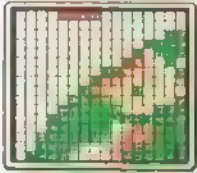
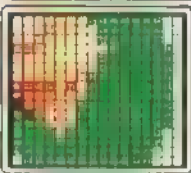
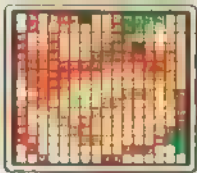
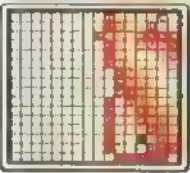
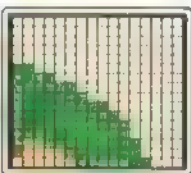
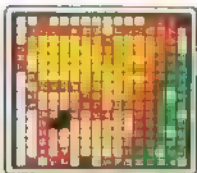
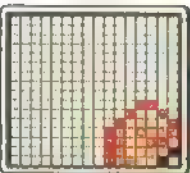
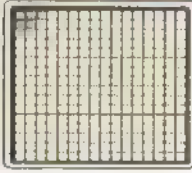
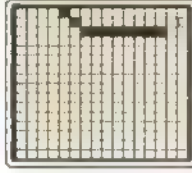
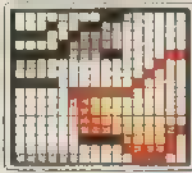
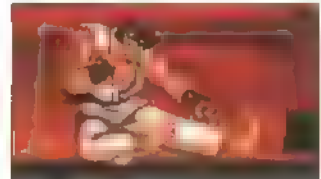
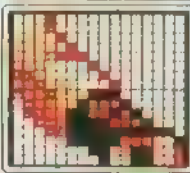
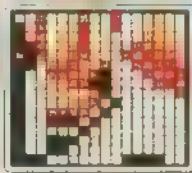
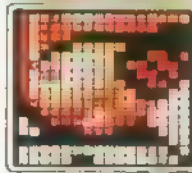
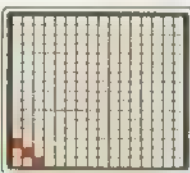
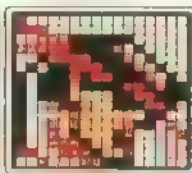
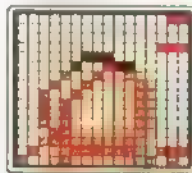


STREET FIGHTER II

CHUN-LI



RYU

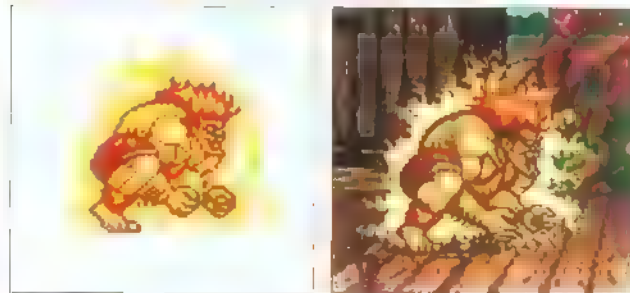
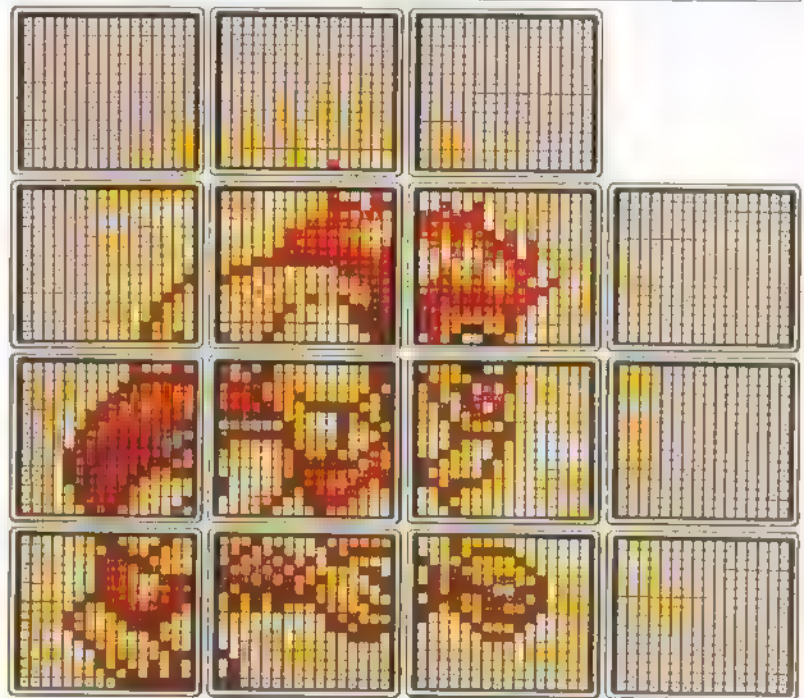


GUILE

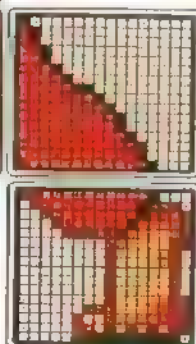
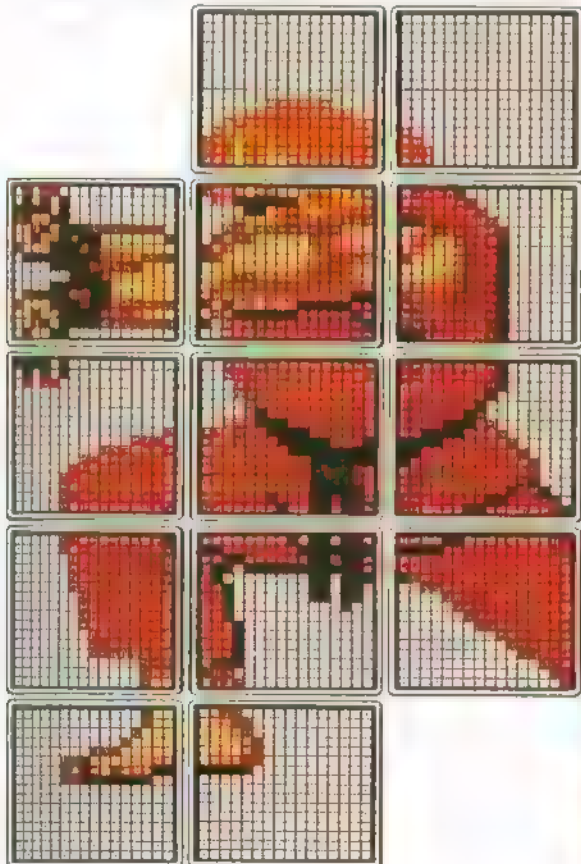
DHALSIM



BLANKA

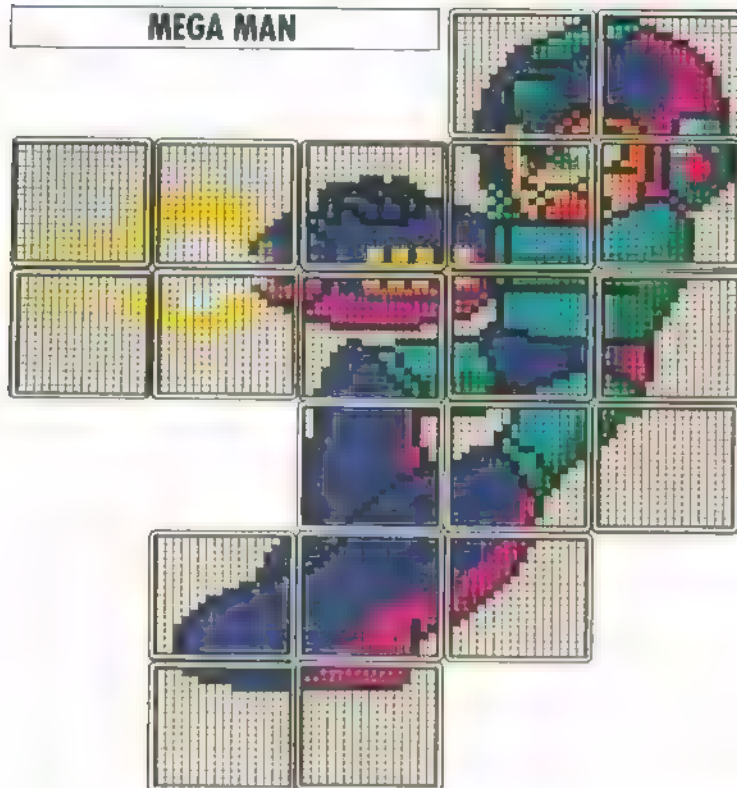


KEN

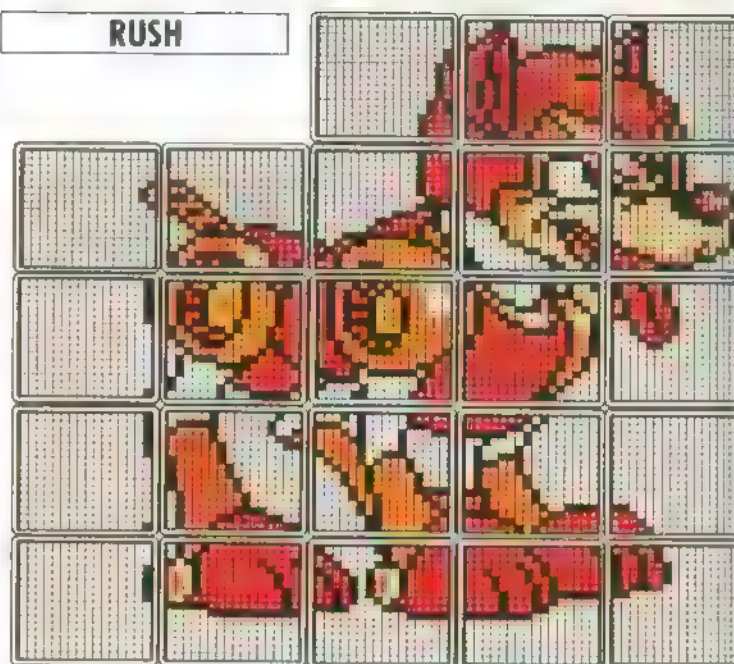


MEGA MAN

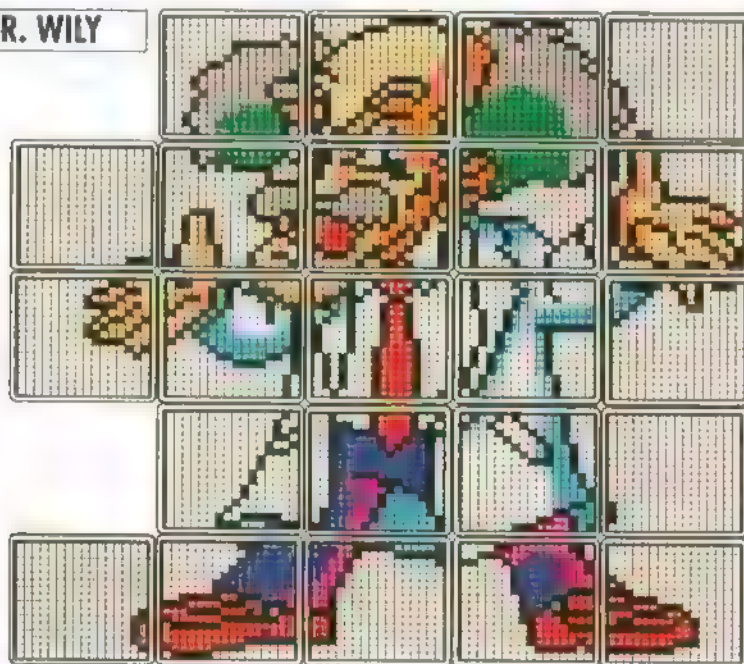
MEGA MAN



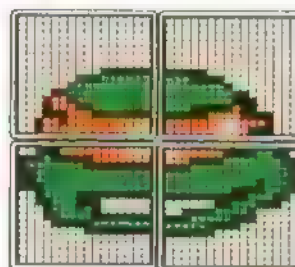
RUSH



DR. WILY



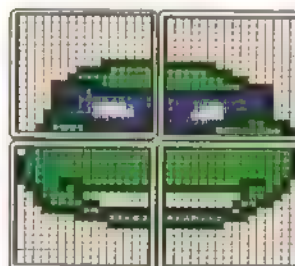
T.M.N.T.



MICHELANGELO



RAPHAEL

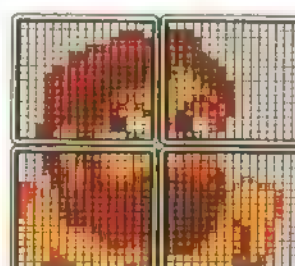
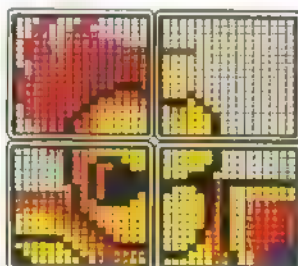


LEONARDO

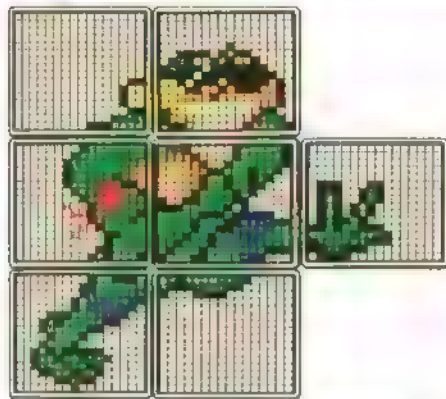


DONATELLO

SUPER GHOULS'N' GHOSTS



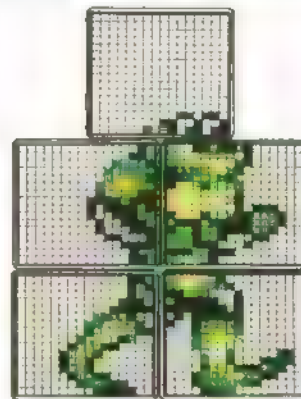
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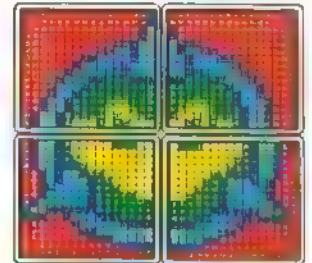
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ZITZ



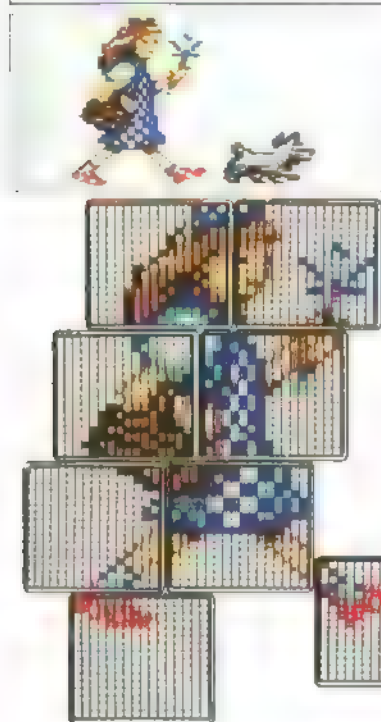
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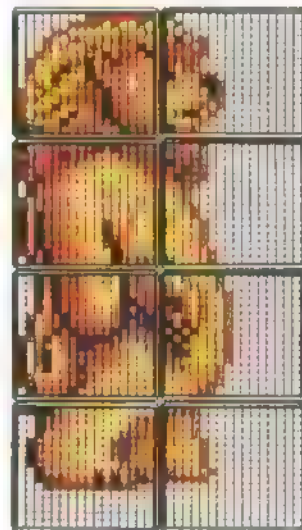
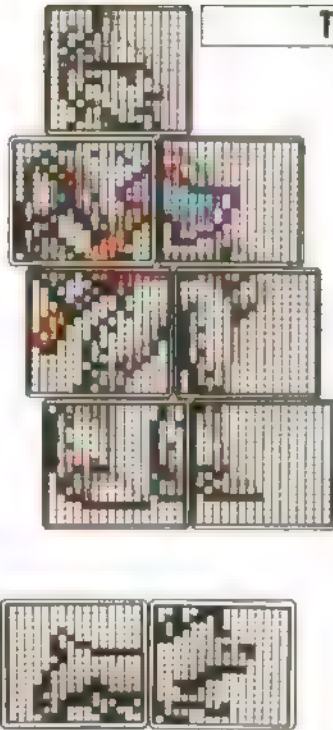
TOAD LOGO

WIZARD OF OZ

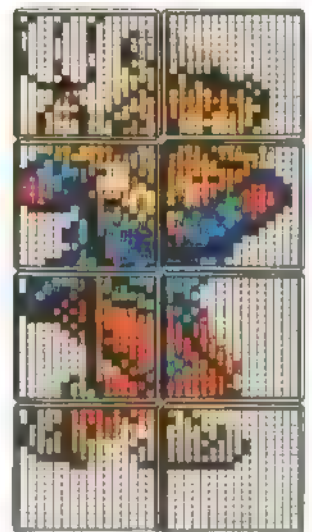
DOROTHY & TOTO



TIN MAN

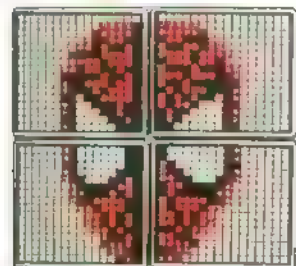


COWARDLY LION

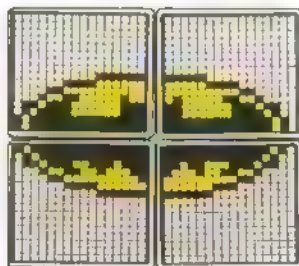


SCARECROW

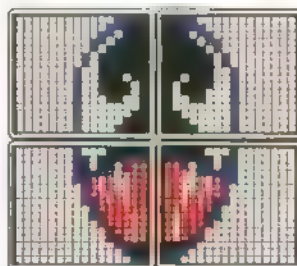
MISCELLANEOUS



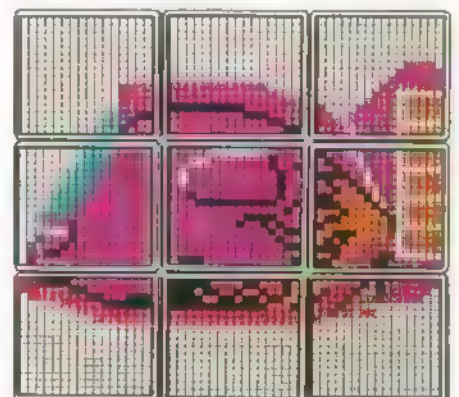
SPIDER-MAN



BATMAN

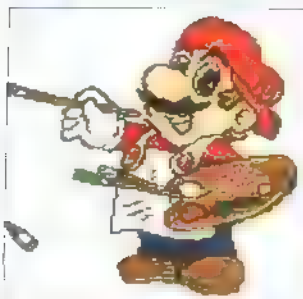


VENOM

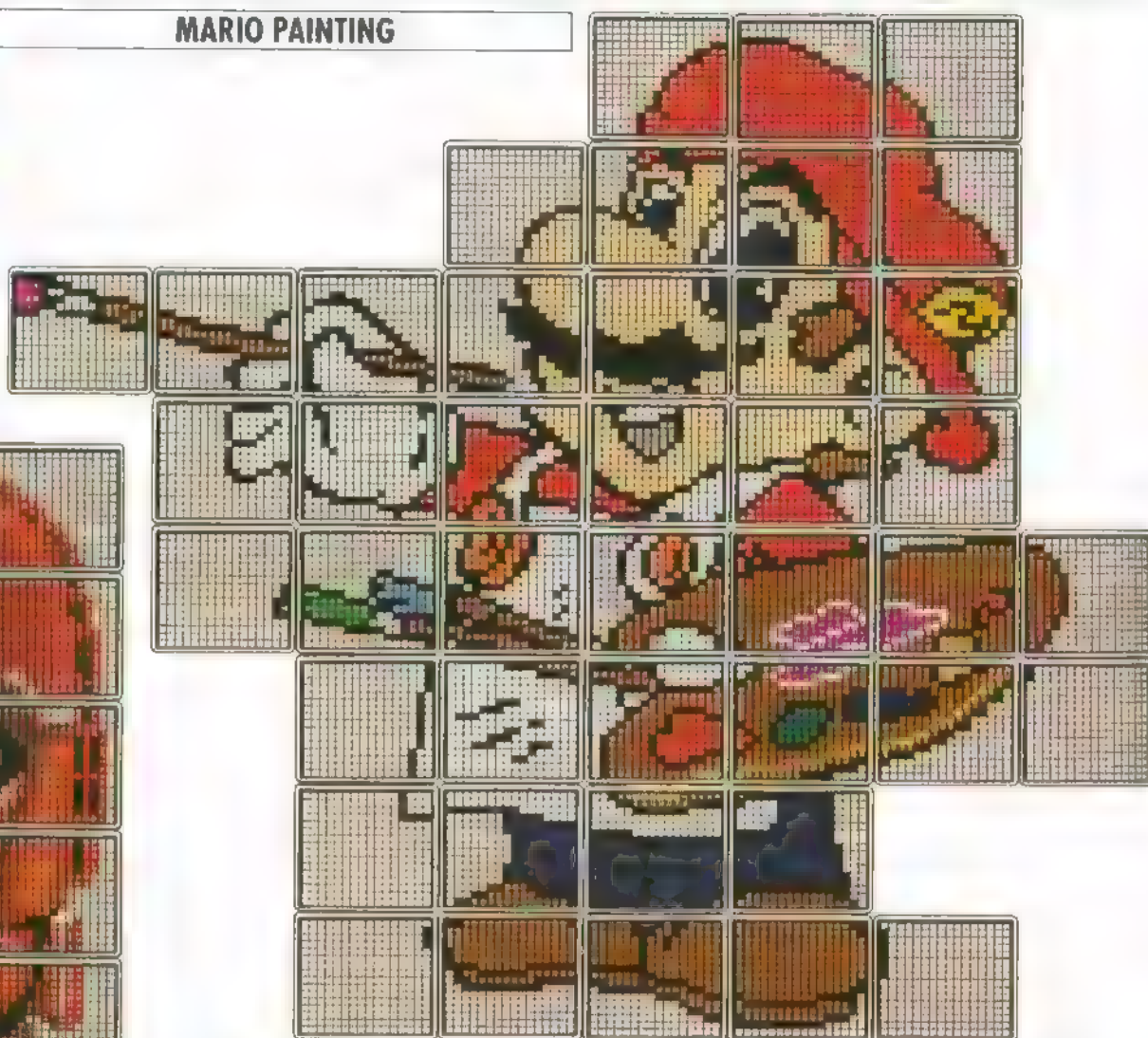


FIRE STINGRAY

LARGER THAN LIFE



MARIO PAINTING



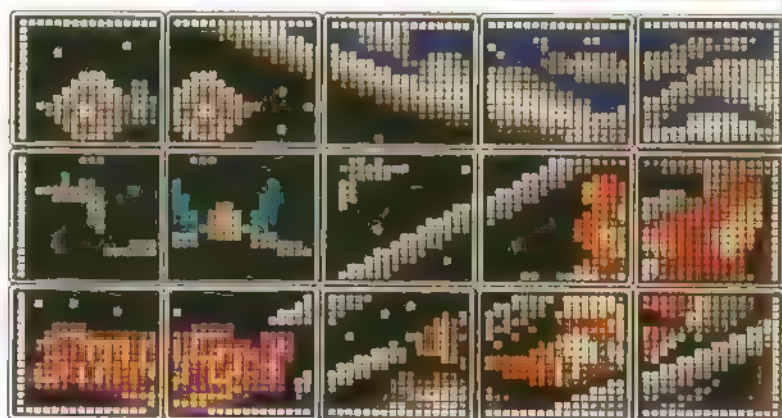
C-3PO



3 an C9-PO,
Human-Cyborg
relations.



R2-D2



STAR FOX

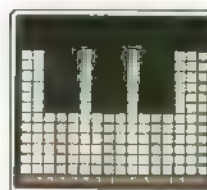
MUSIC

Anybody can make music using Mario Paint's Music Mode — it's as easy as choosing a sound and putting it on the staff. Check out this chapter to see some special composition techniques.



MARIO MUSIC

Mario Paint isn't only about what you can draw, but also about what you can hear. The Music Editor allows you to create both sound effects and music to accompany your animation. You don't have to be a musician, either. If you can copy the notes from a piece of music, you can create Mario Music.



DRAWING MUSIC

Music becomes as visual as it is auditory in Mario Paint. The symbols above the musical staff each represent a sound. Some of the sounds are the sounds made by the symbol—the cat meows, the pig oinks, etc. Once you've placed the Mario Notes on the lines and spaces of the staff, you can play music.

STOP

Like a tape deck, Mario Paint lets you play and stop a recording.

PLAY

This button starts the playback of the notes that you've recorded.

LOOP

Play your song over and over as background music.

TEMPO

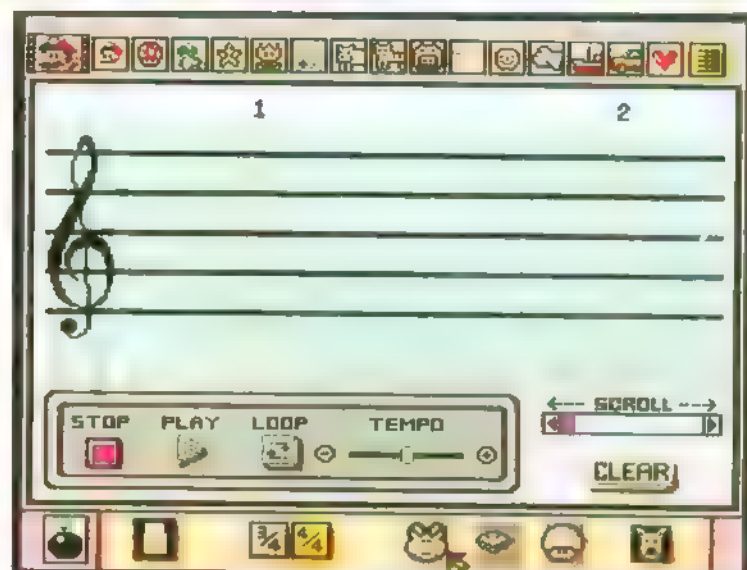
Change your tune from fast to slow by adjusting the tempo.

SCROLL

Marvel at your genius or look for musical mistakes by scrolling through the song.

CLEAR

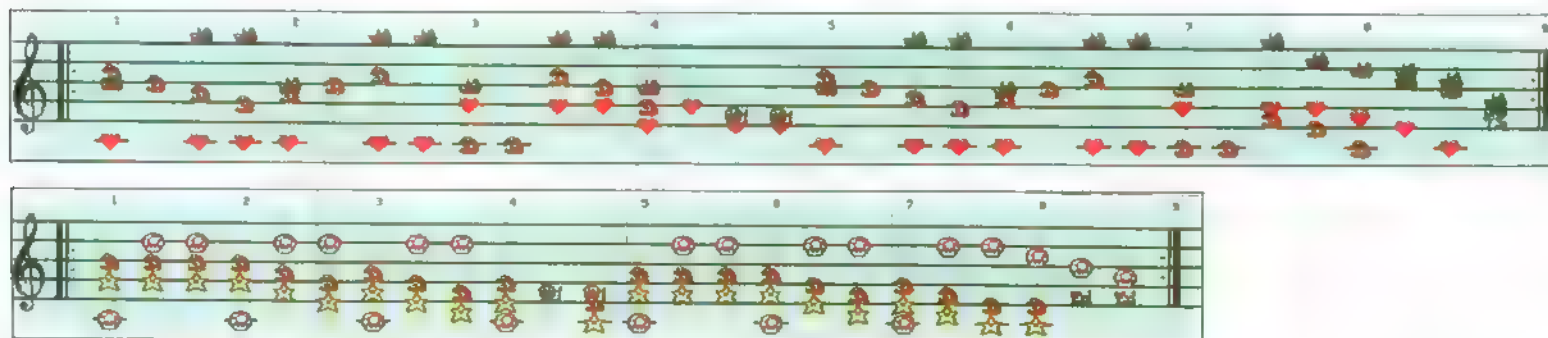
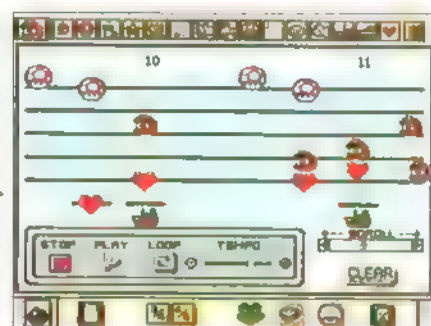
When your song is sounding a little off erase it with this button.



You start off by setting the staff to 3/4 time or 4/4 time. What does that mean? It's the way you determine how many beats there are in a measure and what type of note gets the beat. In 3/4 time, there are three beats per measure as measured by a quarter note. So what's a quarter note? Every note is a quarter note in Mario Paint. It's the length of time the note lasts. For now, it just helps to know that you can put most of your music into 4/4 time.



The three songs stored in Mario Paint can be brought up by clicking on the three symbols shown above. The music will appear on the staff and you can improve it or change it as you see fit. You can't save your changes, though.



















TAKE NOTE

Notes are the foundation of music. Everything else has to do with what you do with your notes, how you put them together, how you arrange them, which colors you use and so on. Mario Paint gives you 15 notes to play with. Eight of the notes approximate musical instruments like horns and string instruments. There are two drum beats or rhythmic sounds and five sound effects. With these sounds you can make your own symphony.



Sound effect notes can be used to punctuate music or just to add some reality to your animation. A person who says pigs can't sing never played around with Mario Paint.

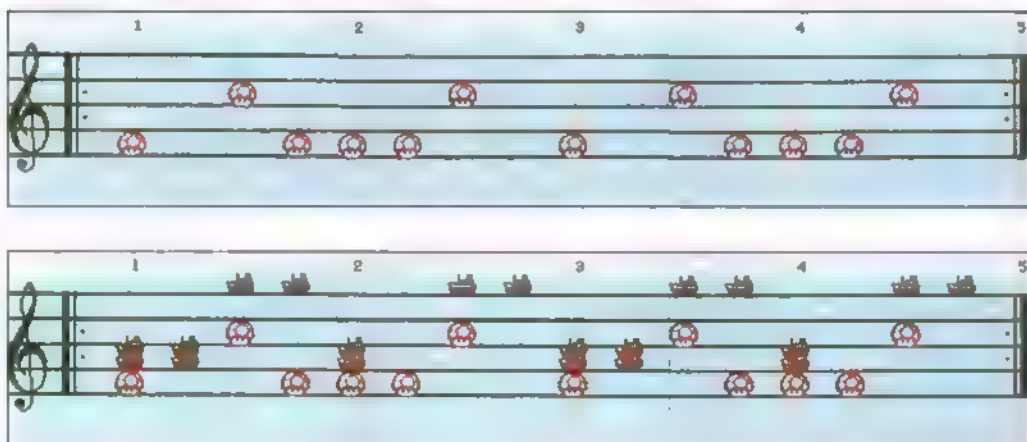
SOUND CHART		
MELODY	RHYTHM	SFX
	The Mario symbol represents a piano-like sound. It's good for making melody lines and chords.	 The Mushroom sounds like a bass drum. Use it with the Ship and Heart for rhythm.
	The Star makes a metallic sound like a bell. The light, tinkling sound adds accent to a song.	 The Ship sounds like a wooden block being struck.
	The Plant sounds like a trumpet. Normally, it's heard in the melody but not in chords.	 The Heart sounds like a string bass being plucked. Use it to create a driving bass line.
	The Game Boy makes a flat tone similar to a synthesizer. This tone is also a sound effect.	 Yoshi makes a zippy escape sound or a ricochet sound effect. It's not terribly musical.
	The Goose is like an entire horn section of an orchestra. Use them together in chords for depth.	 The Dog, as you might expect, barks.
	The Jet makes a guitar sound. The note lasts longer than other notes and may be the most musical.	 The Cat, not to be outdone by the dog, says, "Meow."
		 The Pig makes the traditional piggish "oink" sound.
	The Car reproduces the tone from an organ for a rich, sustained sound.	 The Baby makes a sort of happy, hiccup sound.

IMPROVISE ON MARIO'S TUNE

If you don't know very much about how music is written or structured, take a look at the three songs included with Mario Paint, then play around with them. Substitute the different sounds above to create new sounds in the song. Change all of the Stars in the Frog song to Jets. When you see two or three musical notes together on one vertical line, they are making up a chord. Notice how the bass line runs along the bottom in the Frog and Mushroom songs. The Puppet song clearly shows how chords can be put together.

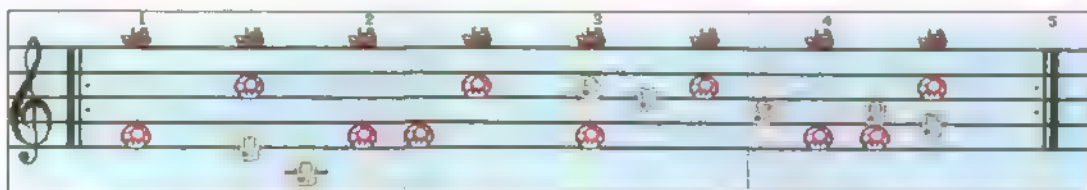
YOU GOT RHYTHM

For those of you who know something about music, you'll see that Mario Paint, which only uses quarter notes, doesn't give you a lot of options when setting your rhythms. Luckily, there are ways to cheat, and you don't have to be a Mozart to use them. The examples below show how you can rock, waltz or set a Reggae beat.



8 BEAT

If you say each beat on the staff is only half a beat, then one measure of four beats equals two measures on the staff. In this case, the Eighth note gets the beat!



SHUFFLE

Using a 4/4 signature, the Shuffle is a dance rhythm with eight syncopated beats, which really keeps things hopping.



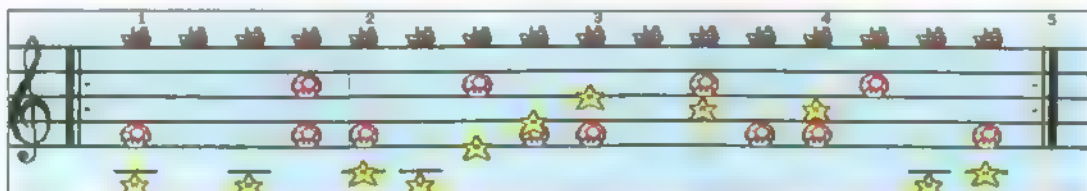
16 BEAT

Use the same method that you used to make the 8 Beat, but imagine each measure takes up four staff bars. The 16th note gets the beat in this one.



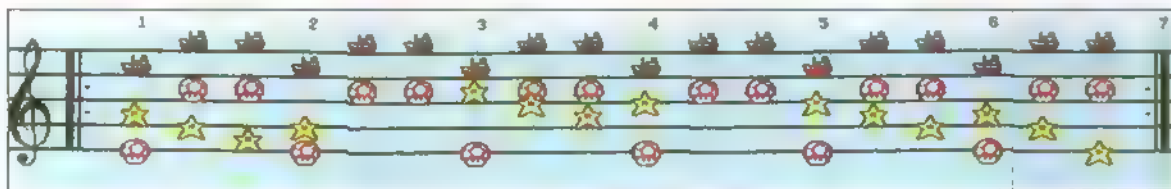
BOSSA-NOVA

This popular dance rhythm from the 1960's sounds pretty dated today. It takes a 4/4 key signature. The accent is always on the first beat.



WALTZ

The familiar 1-2-3, 1-2-3 beat waltz can be recreated using the 3/4 time option. Some forms of marching music and polkas also use this time.



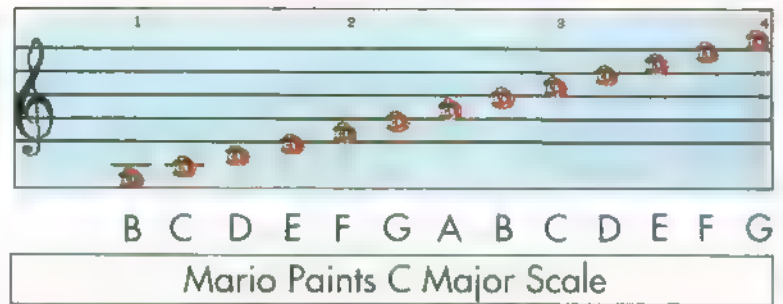
REGGAE

Reggae rhythm is great for dancing with its 4/4 beat. Like the Bossa-Nova, the accent is on the first beat.



MARIO MELODIES

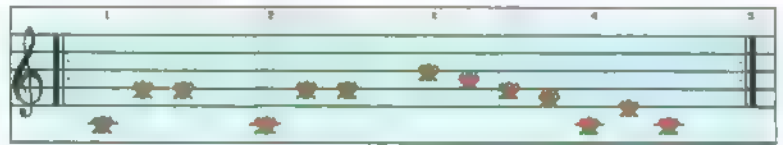
You can pick out a melody easily on Mario Paint by placing notes one at a time on the staff. It's like picking out a tune on the piano or a keyboard. One drawback is that the Mario Paint music section is based on the C Major scale, which has no flats or sharps. However, you should be able to approximate most songs.



COMPOSING YOURSELF

When composing songs remember that in 4/4 time you have a total possible length of 24 bars of music that you can create and save. In 3/4 time you have 32 bars. Use the Loop function to repeat the song. Since most songs like rock or the blues use standard 4, 8 or 16 bar progressions, you can write or copy pop tunes. Begin by writing the one note melody line, then add a bass line and harmony or chords.

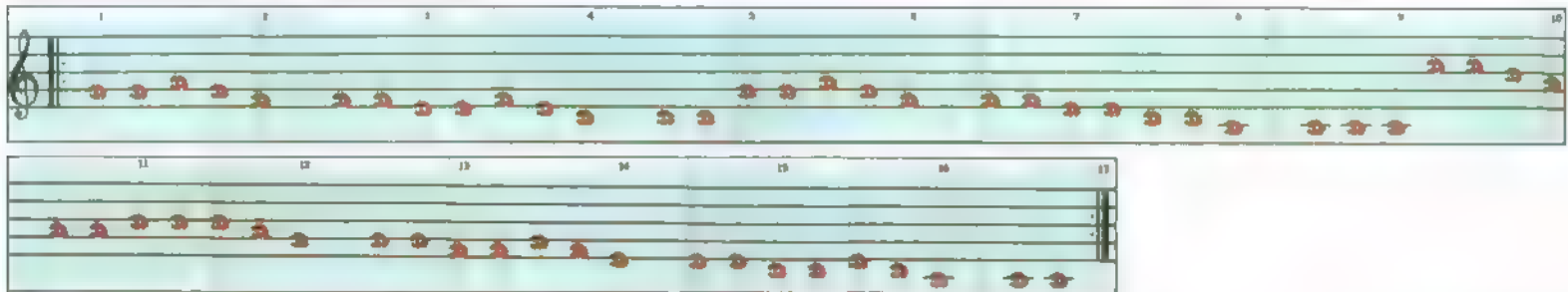
4 BARS



8 BARS



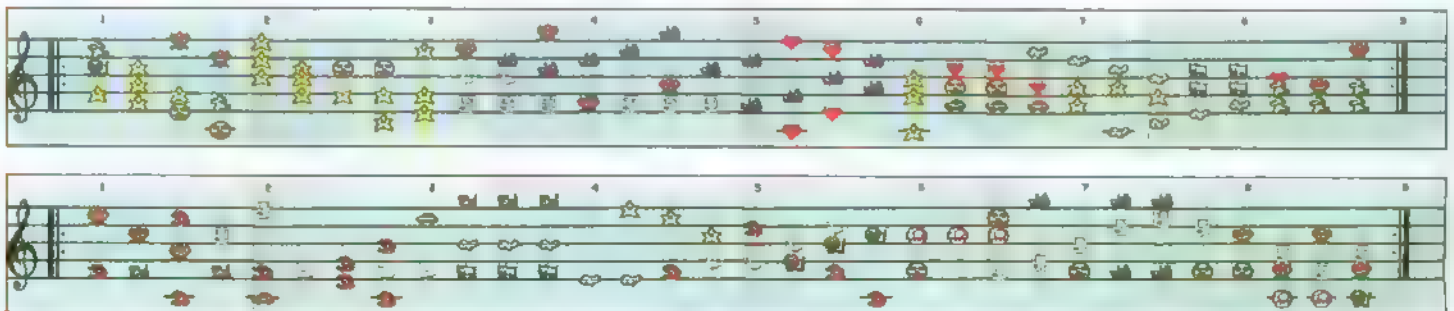
16 BARS



SOUND COLLAGE

Try copying the score shown below. This sound collage gives examples of melodies and rhythms and a multitude of sounds. It may

look complex, but there are only three notes on any given beat and only 15 sounds to choose from.

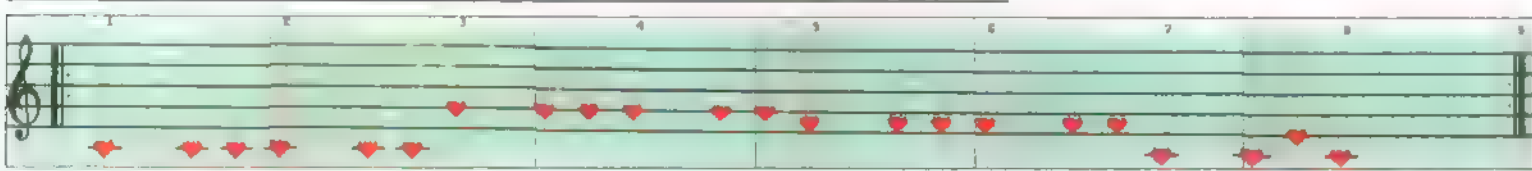


THE FINISHING TOUCHES

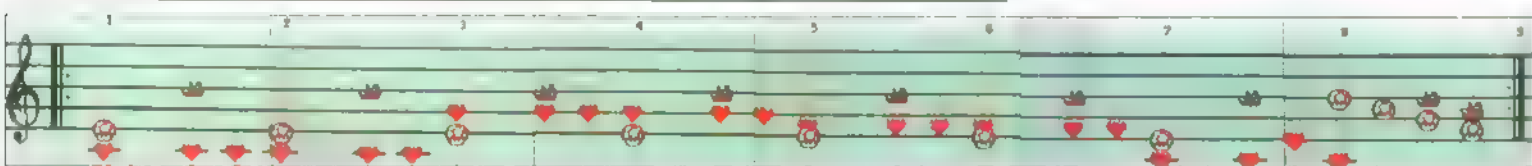
The most important thing to ask yourself when creating your own songs is, "Does that sound right?" When you enter a new bar or even a new note, play the song back to listen to how that new section of music fits in with your earlier work. If it sounds good, leave it. If it sounds awkward, experiment, try a different sound or a different beat, slow the tempo, or speed it up. It's also good to keep in mind that no matter how hard you try, no music composed on

Mario Paint is going to sound like the New York Philharmonic, or for that matter, like Pearl Jam. For Mario Painters who already know something about music, you know that many chords and keys are not available since there are no sharps or flats. Even if a song wasn't originally written in the key of C, though, you may be able to transpose it to use the Mario Paint key.

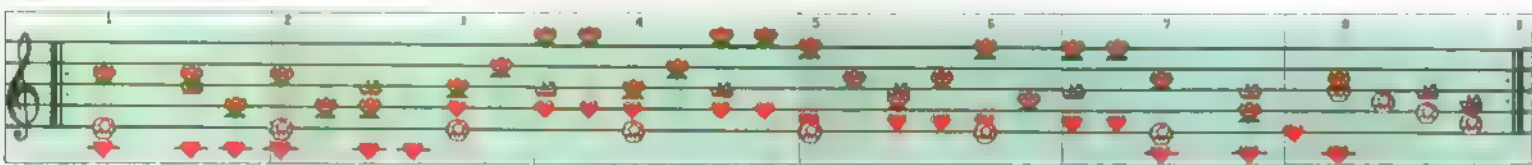
BASS



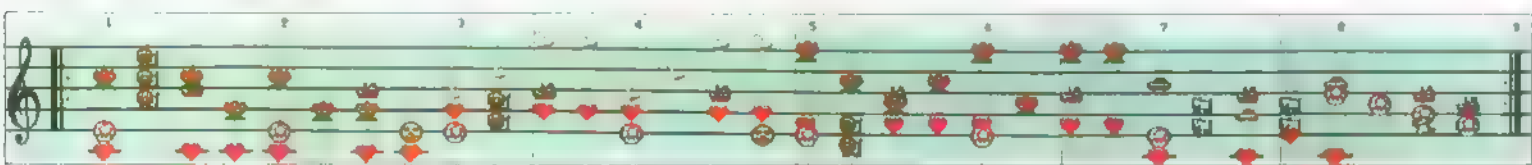
RHYTHM



MELODY

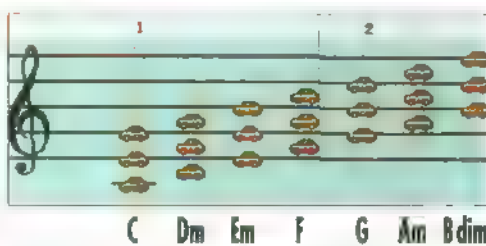


ACCENTS

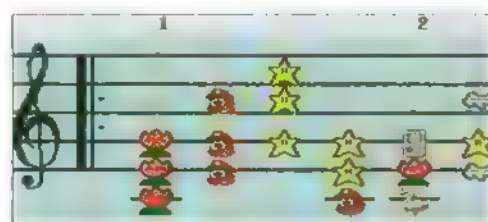


CHORDS & HARMONY

Chords and harmonies are composed of notes along a major or minor scale, or on variations like 7th and diminished scales. In Mario Paint, you can play C Major, D Minor, E Minor, F and G Major, and A Minor. Most blues and many rock songs can be transposed to a chord progression of C, F and G.



MP CHORDS



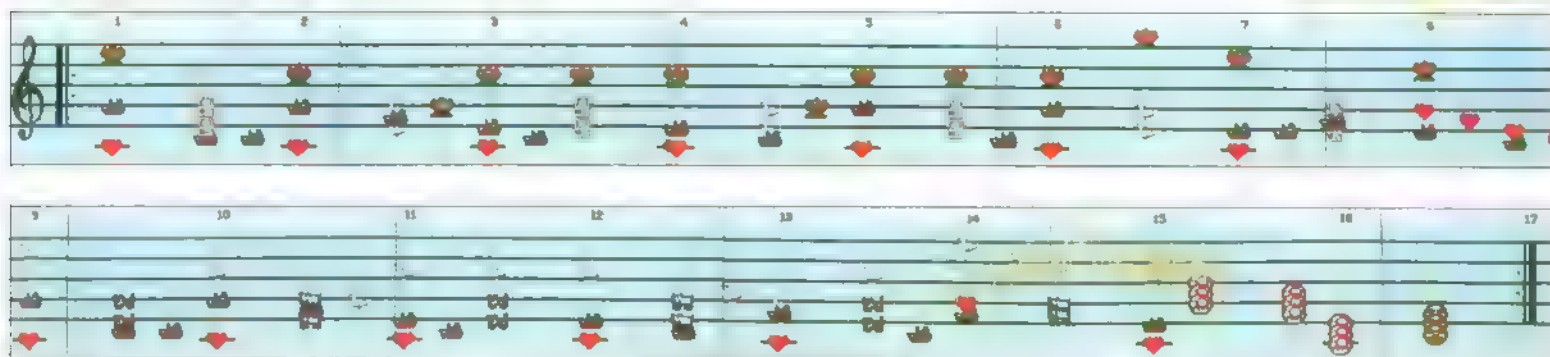
You can play chords more ways than one. The example shows several variations of C Major. The Mario Paint staff gives you almost two octaves on which to play.

COPY YOUR HEART OUT

The easiest way to create music on Mario Paint is to copy music that's already been written. Even if you can't read sheet music, you can place corre-

sponding notes on the Mario Paint staff. Since most sheet music shows two staves, use the top staff. That's where you'll find the melody line.

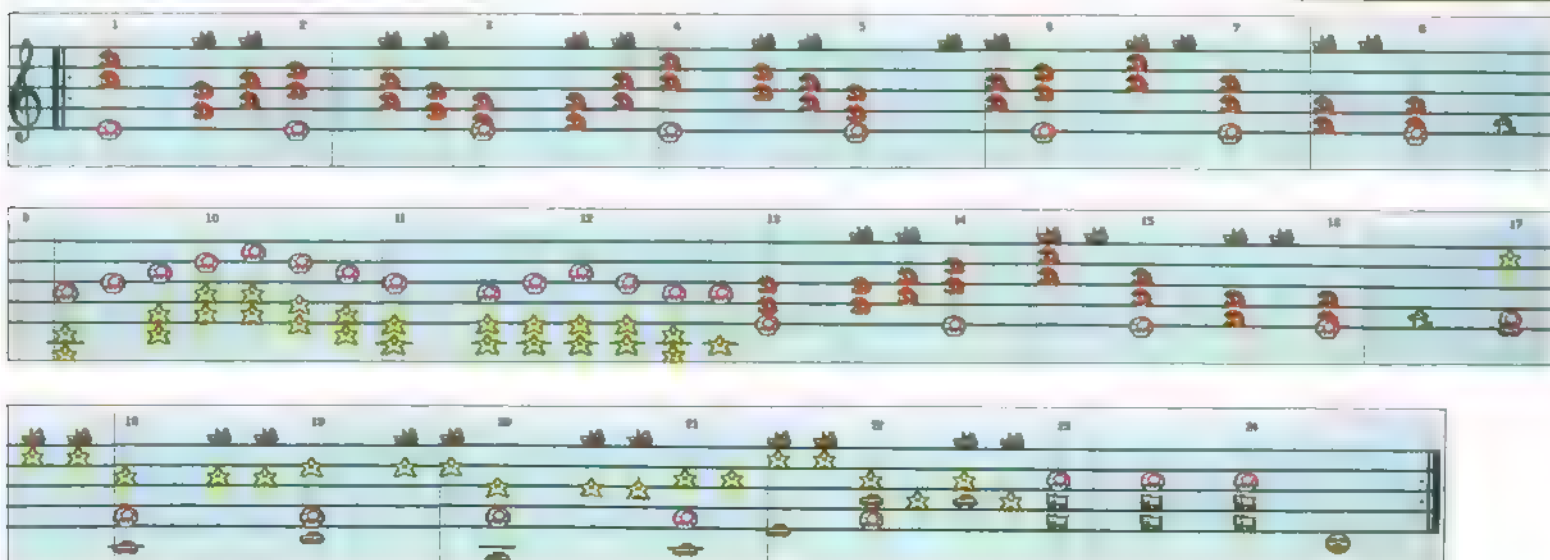
SUPER MARIO WORLD/BONUS STAGE



SUPER MARIO WORLD/SWIMMING MARIO



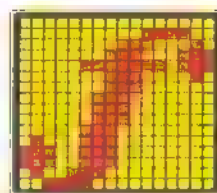
TETRIS





P SONG BOOK

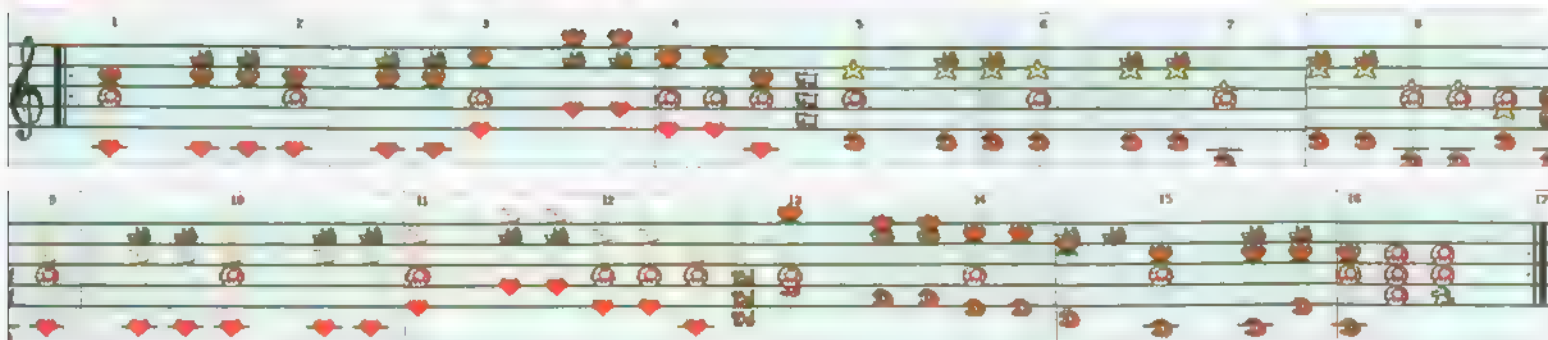
Whether you like your music rocking, rolling, rapping or baroque, Mario Paint lets you put it in the picture with the Music Editor. The songs and themes included here can be used with all sorts of animation. You can use sheet music to input other songs, but remember that without sharps and flats you may have to transpose the song to another key, or to change the tune slightly.



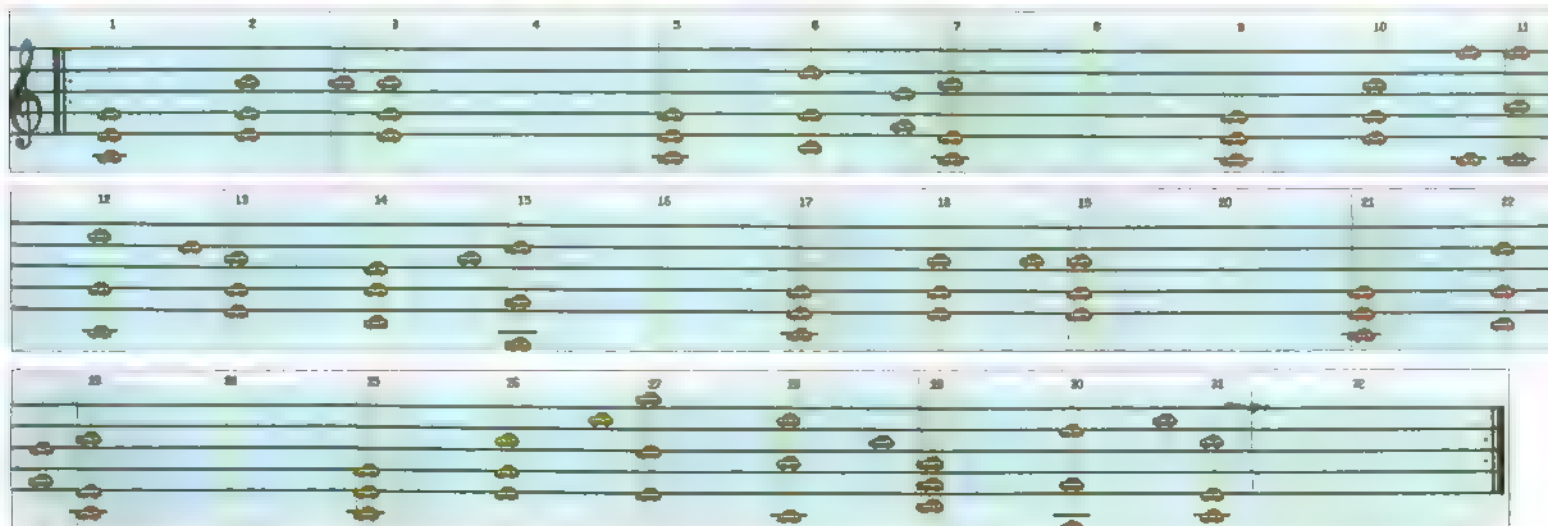
YANKEE DOODLE



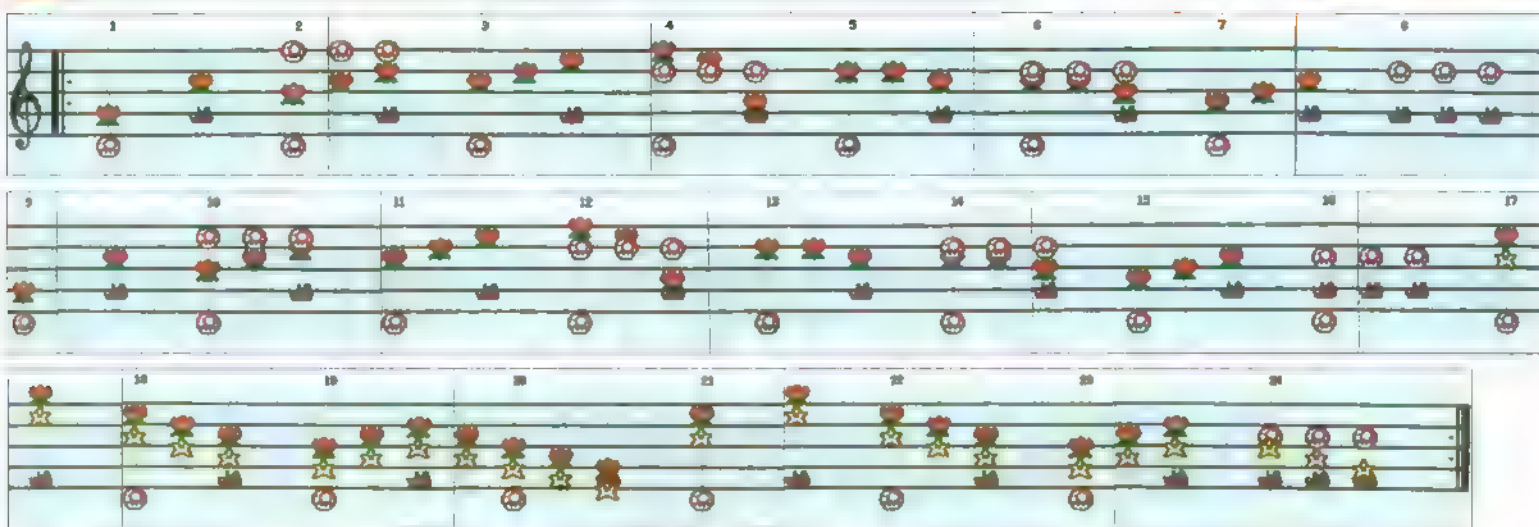
TEN LITTLE GOOMBAS



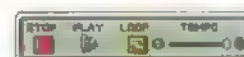
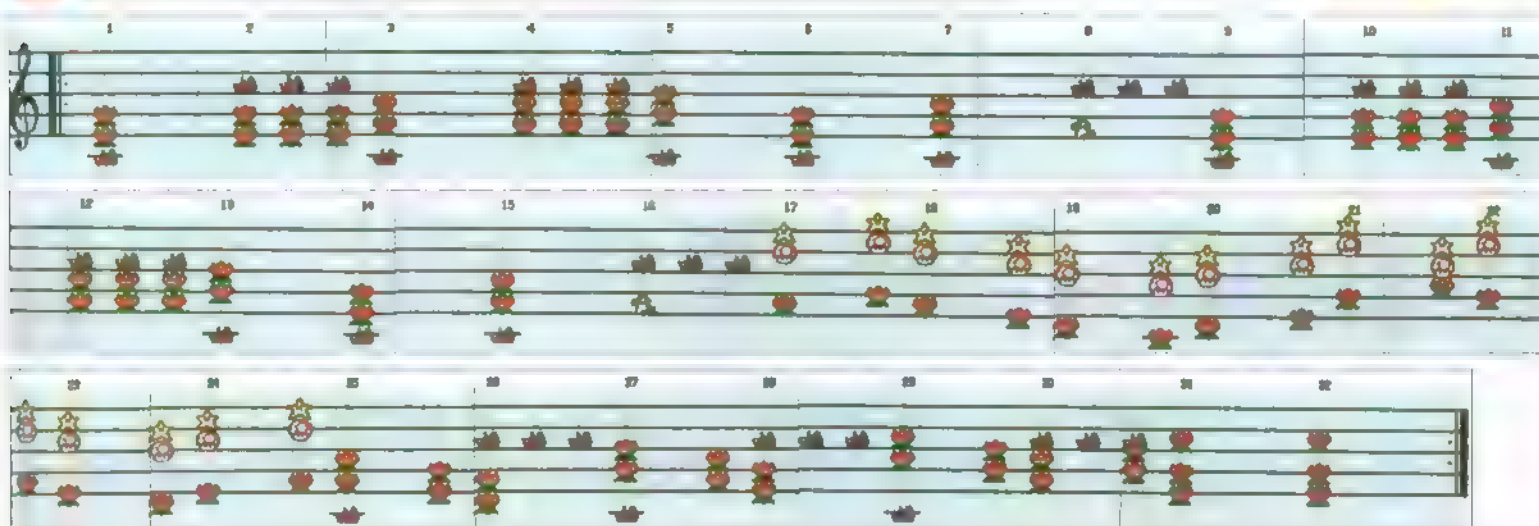
WEDDING MARCH



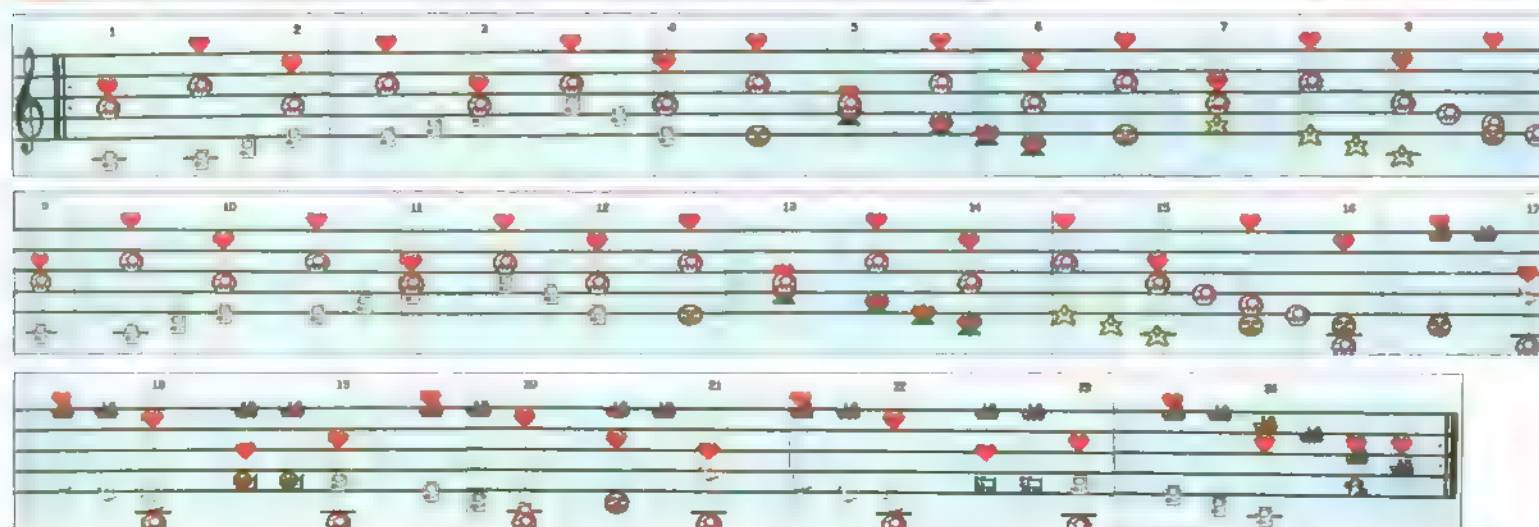
OLD GRANDFATHER'S CLOCK

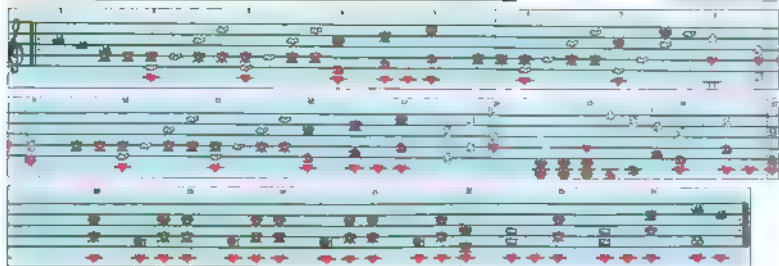
THE NUTCRACKER SUITE

LONG LONG AGO

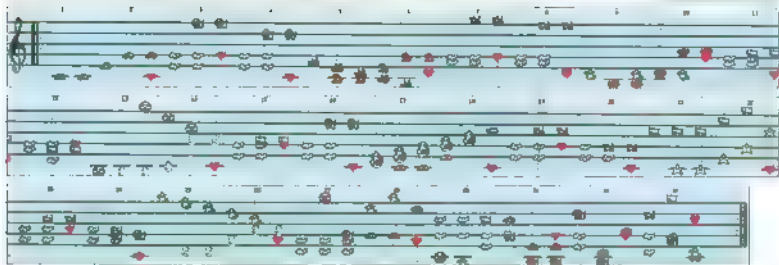
WILLIAM TELL OVERTURE



MUSIC MERENGUE

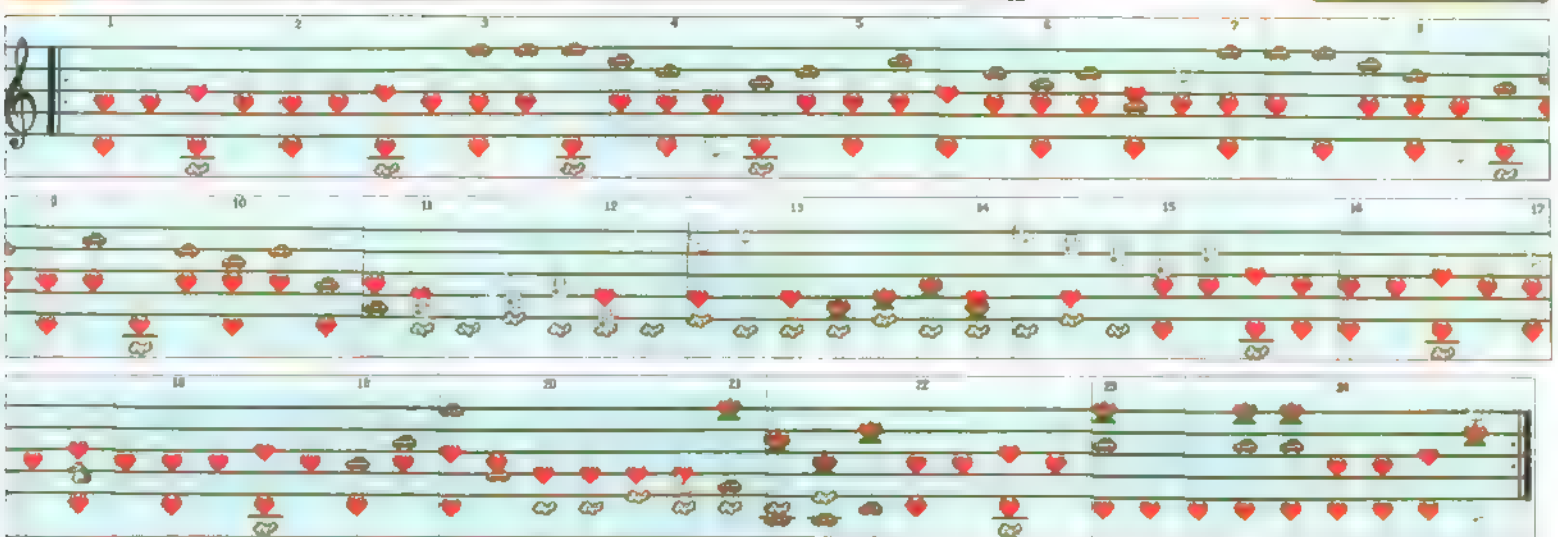


BLUE DANUBE



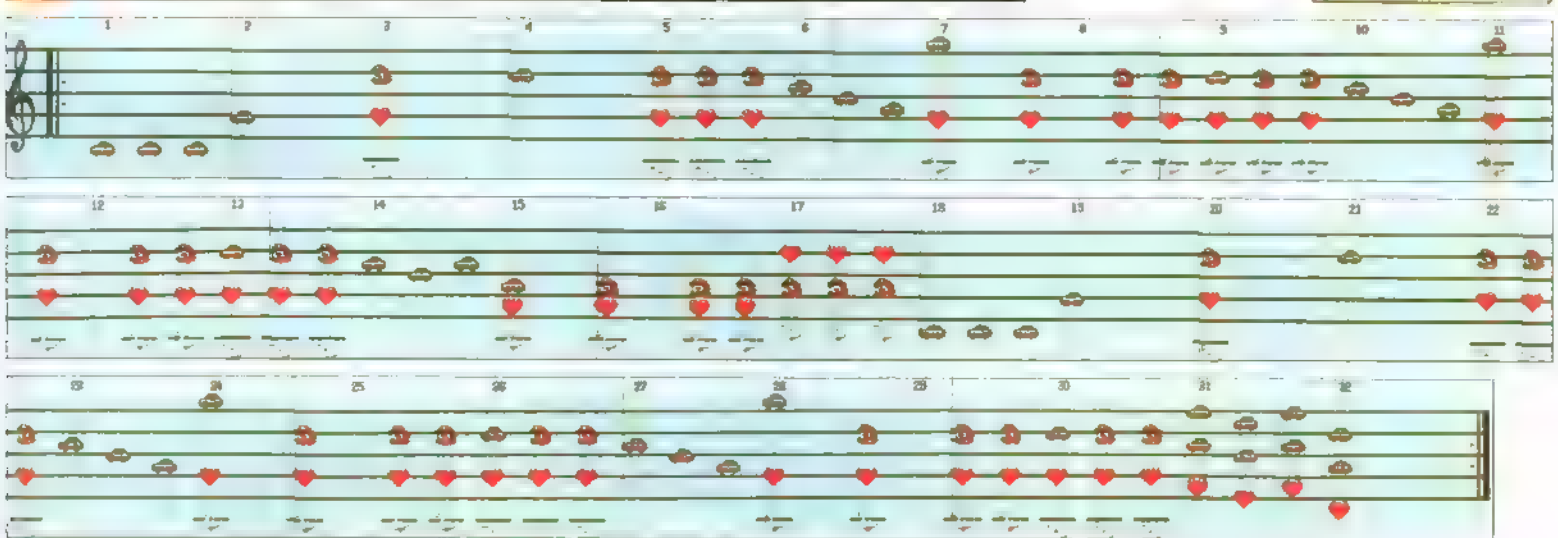
FOOD CHAIN

STOP PLAY LOOP TEMPO



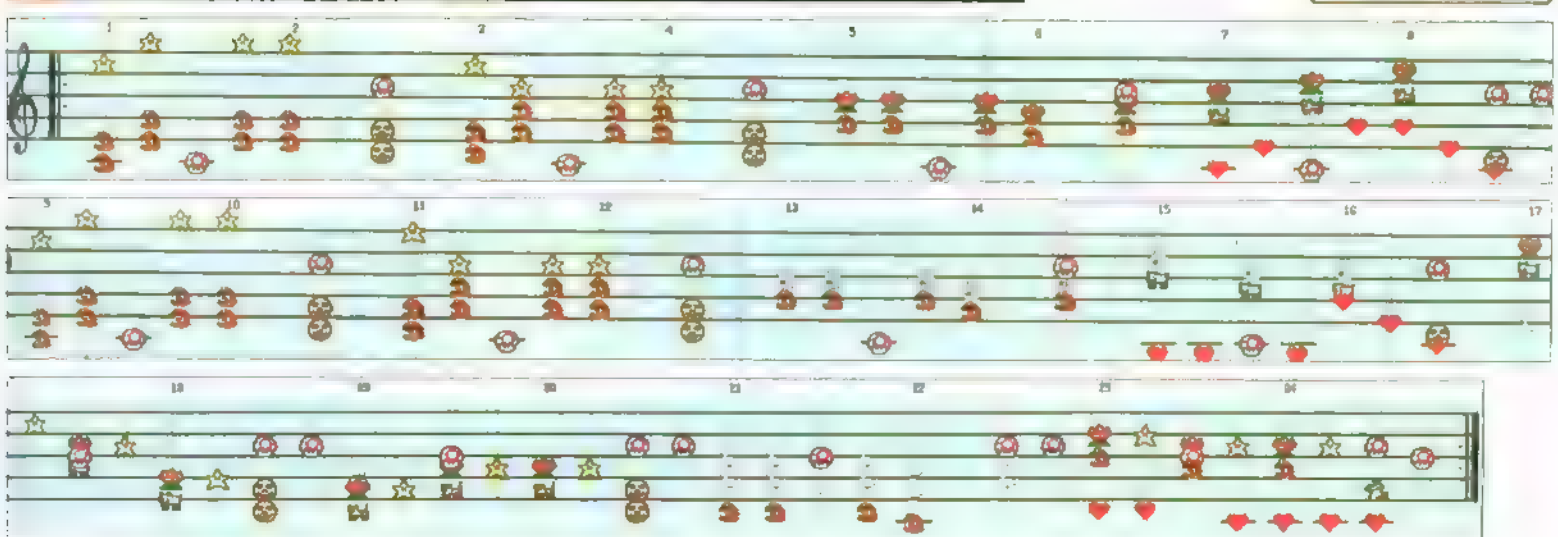
STAR WARS

STOP PLAY LOOP TEMPO



LITTLE BROWN JUG

STOP PLAY LOOP TEMPO

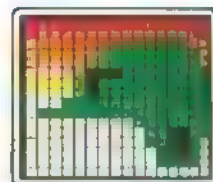




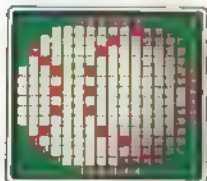
SPORTS STAMPS

MAKE YOUR OWN SPORTS PAGE

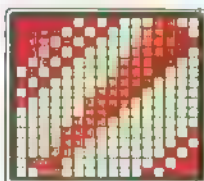
No matter what your team, we have it covered. Look your favorite team in the logo-lineup in this sports section. Most of the pro baseball and football teams are represented!



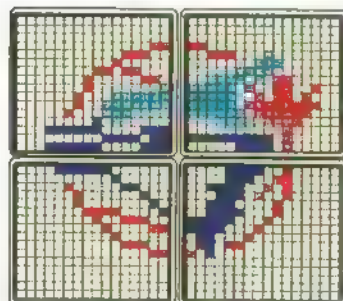
FIELD OF DREAMS



BALL



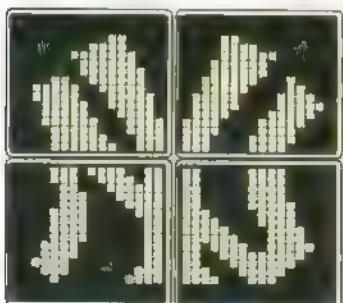
BAT



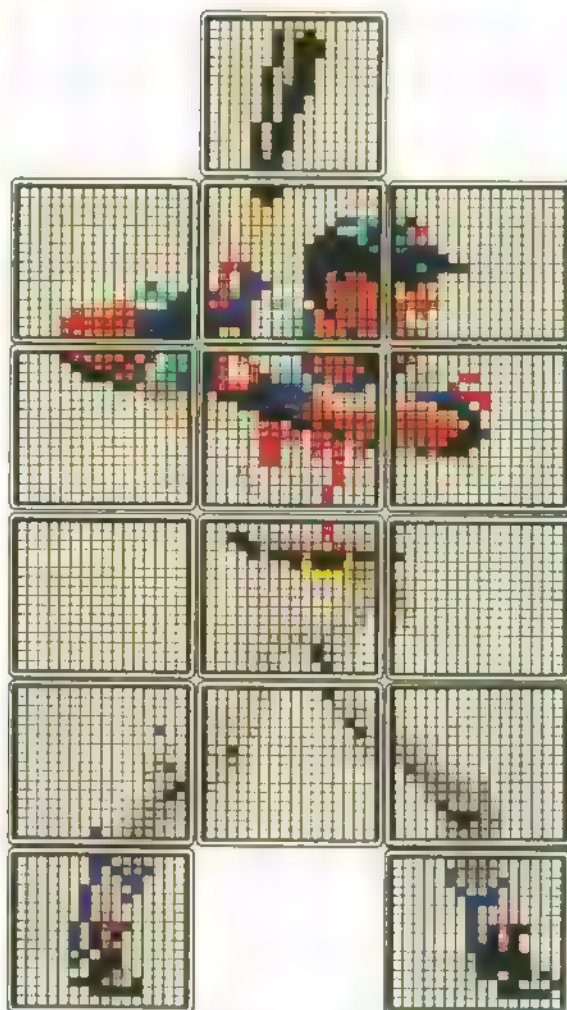
TORONTO BLUE JAYS



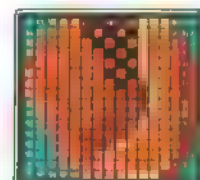
BALTIMORE ORIOLES



NEW YORK YANKEES



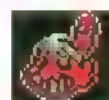
BATTER UP!



GLOVE



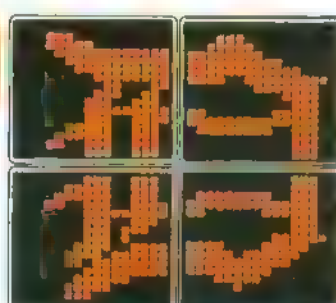
BOSTON RED SOX



CLEVELAND INDIANS



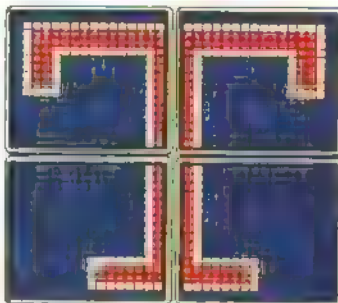
MILWAUKEE BREWERS



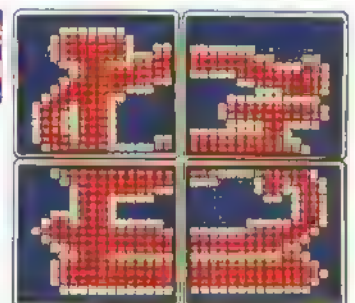
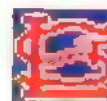
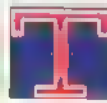
DETROIT TIGERS



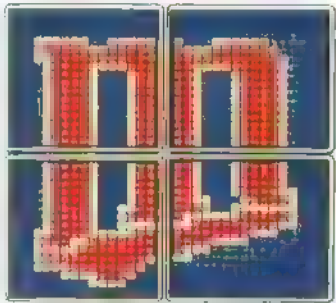
CHICAGO WHITE SOX



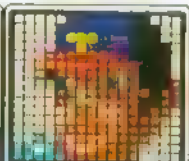
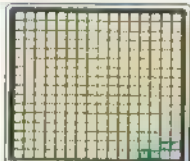
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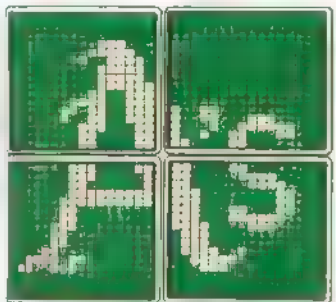
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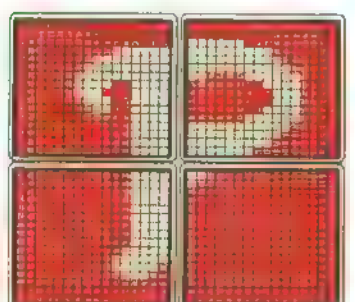
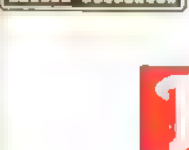
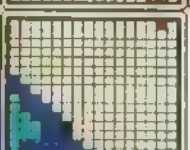
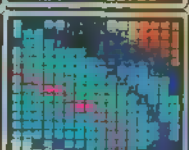
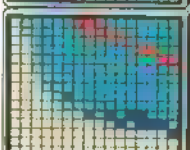
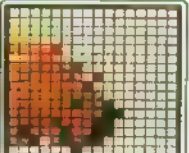
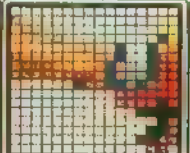
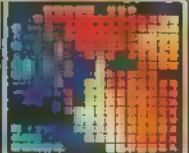
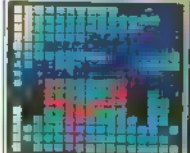
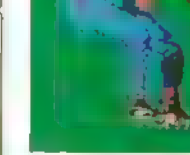
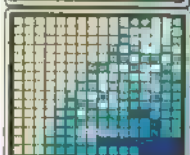
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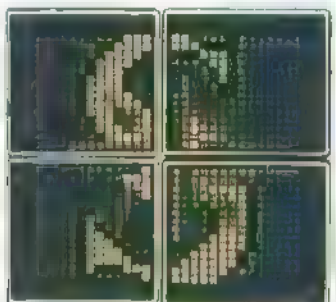
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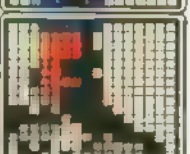
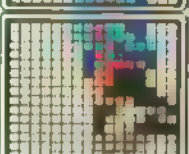
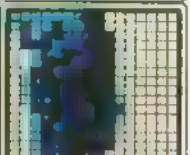
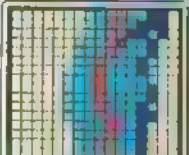
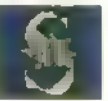
OAKLAND ATHLETICS



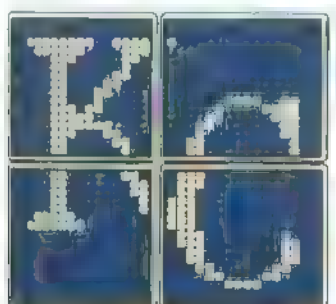
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SEATTLE MARINERS



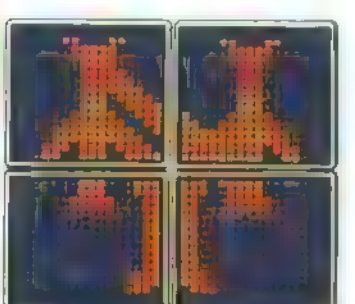
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KANSAS CITY ROYALS



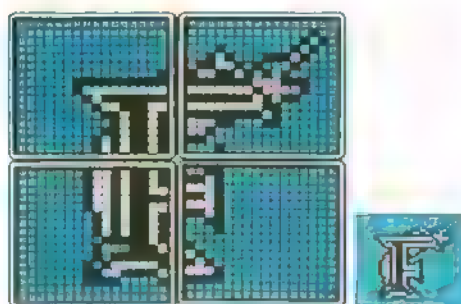
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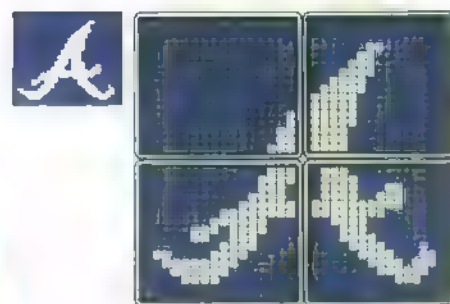
NEW YORK METS



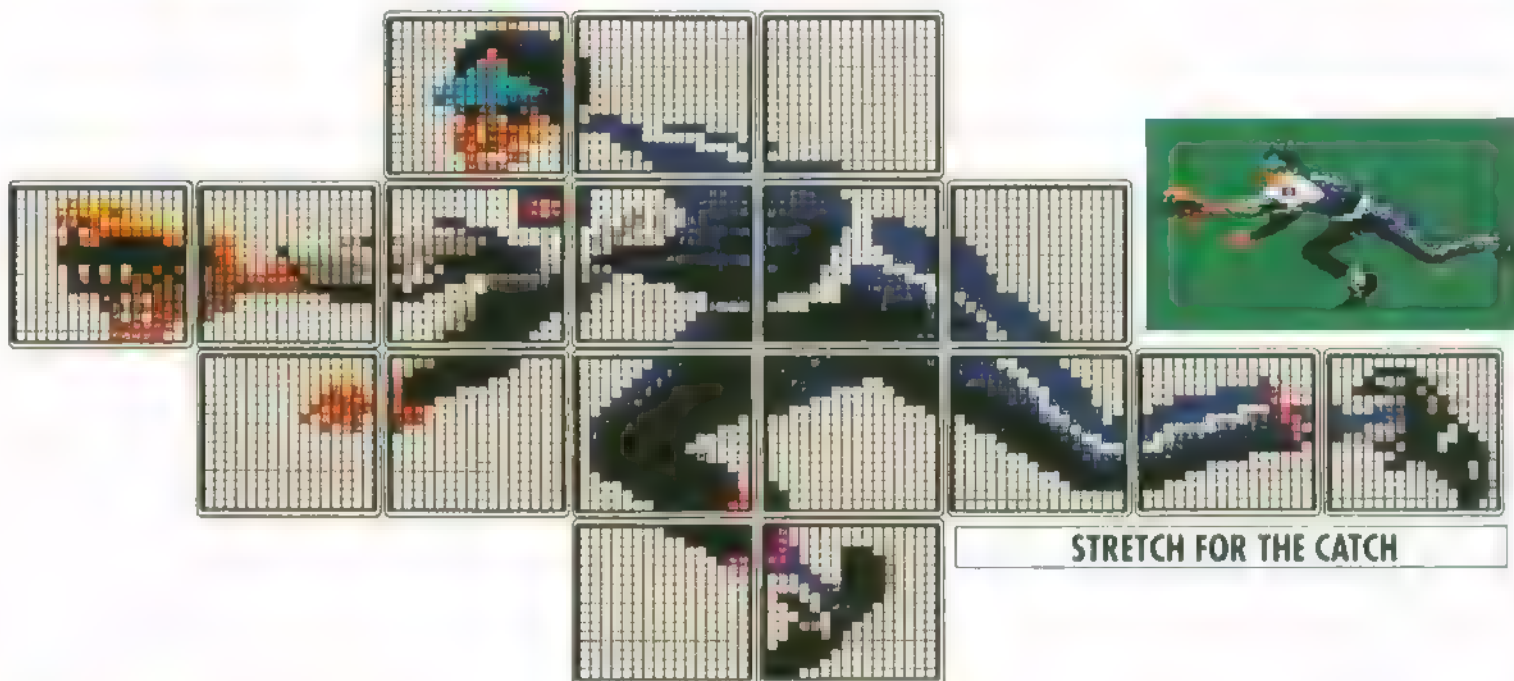
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FLORIDA MARLINS



ATLANTA BRAVES

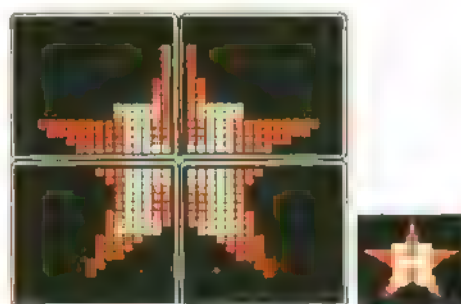


STRETCH FOR THE CATCH

FIELDER



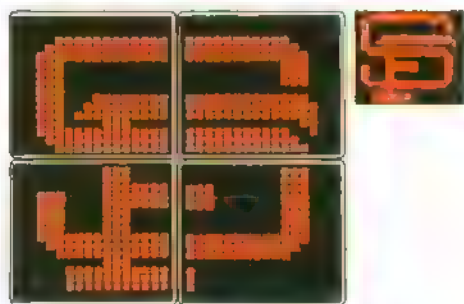
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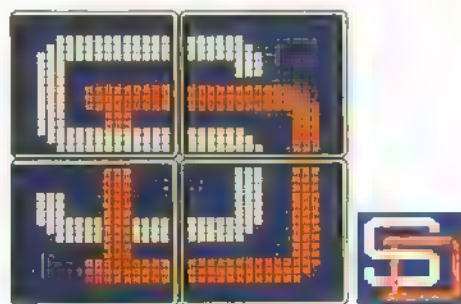
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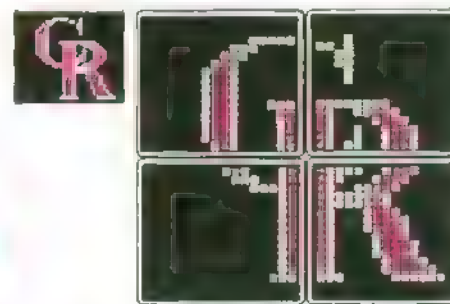
LOS ANGELES DODGERS



SAN FRANCISCO GIANTS

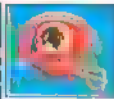
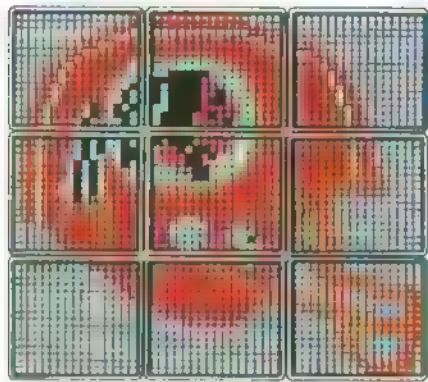


SAN DIEGO PADRES

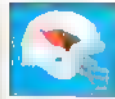
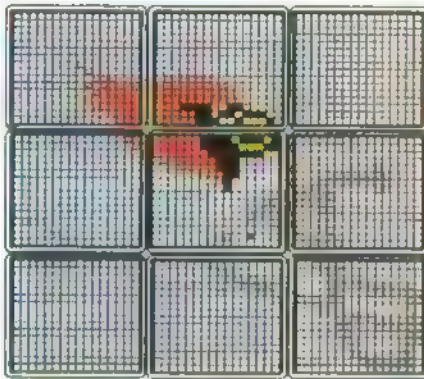


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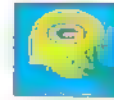
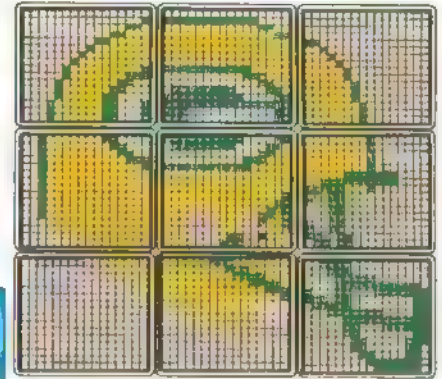
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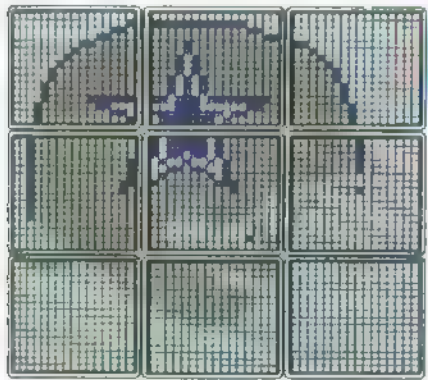
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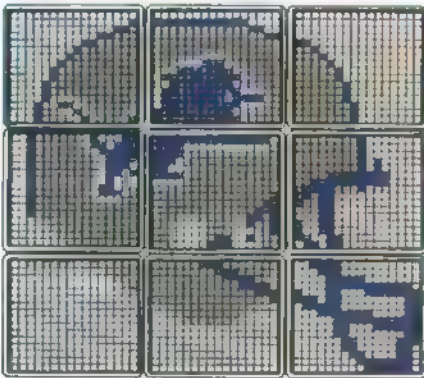
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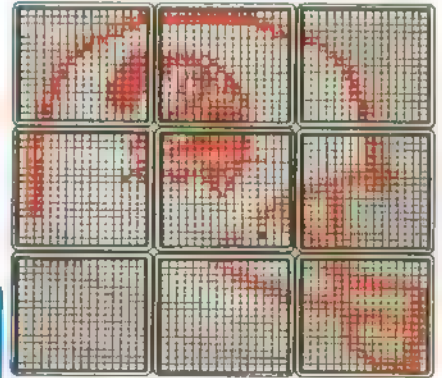
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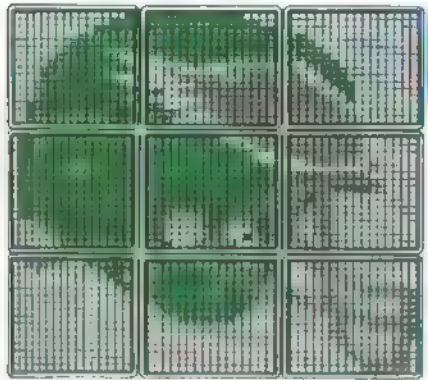
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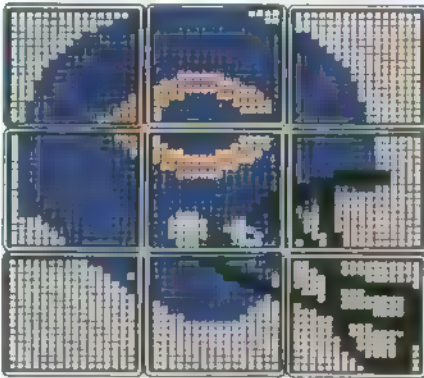
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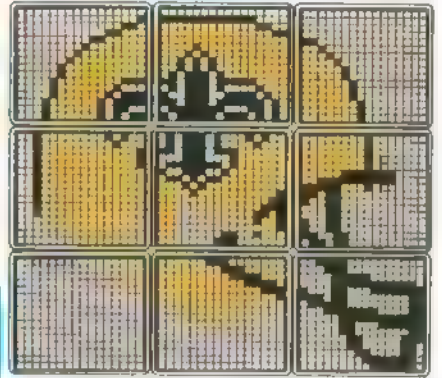
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PHILADELPHIA EAGLES



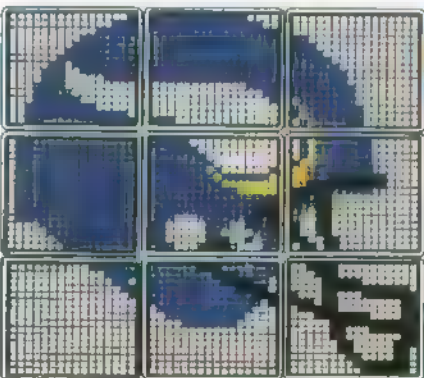
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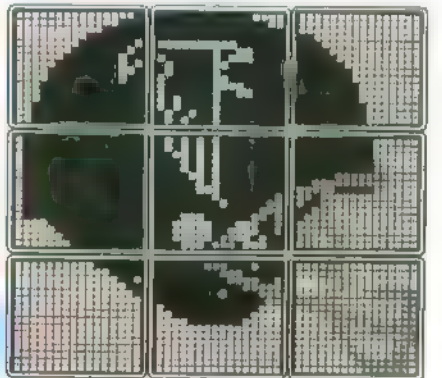
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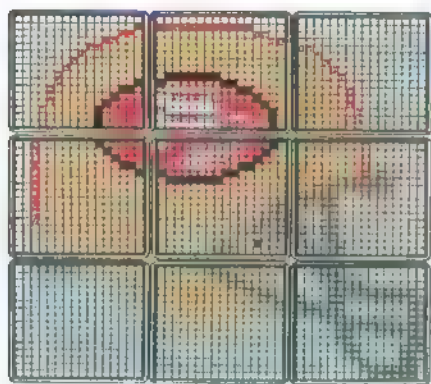
NEW YORK GIANTS



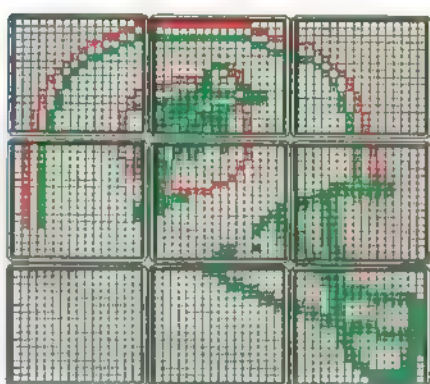
MINNESOTA VIKINGS



ATLANTA FALCONS



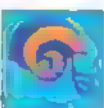
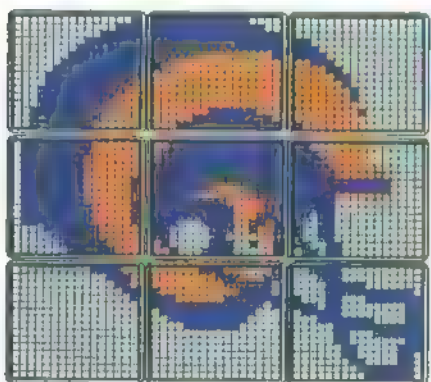
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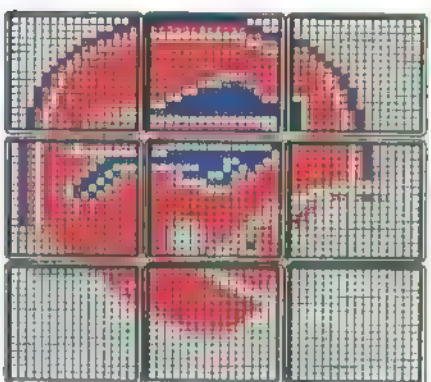
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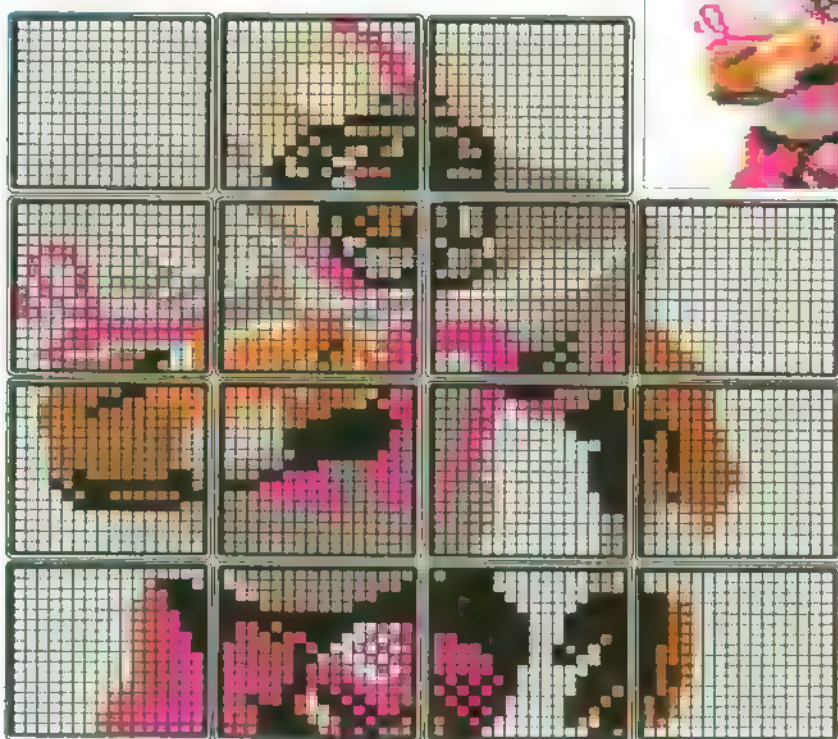
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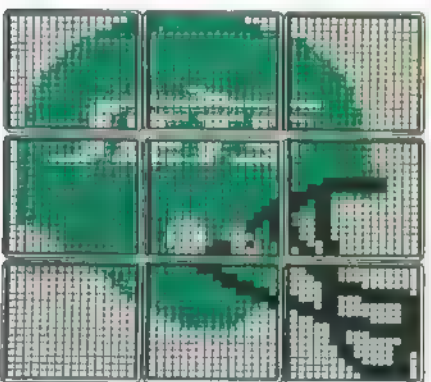
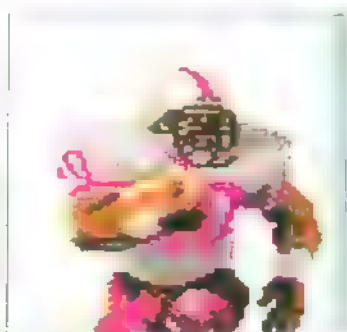
LOS ANGELES RAMS



BUFFALO BILLS



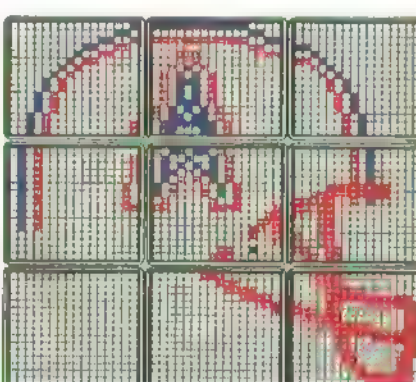
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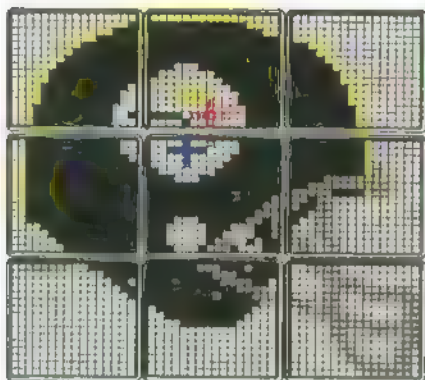
NEW YORK JETS



NEW ENGLAND PATRIOTS



HOUSTON OILERS



PITTSBURGH STEELERS



CINCINNATI BENGALS



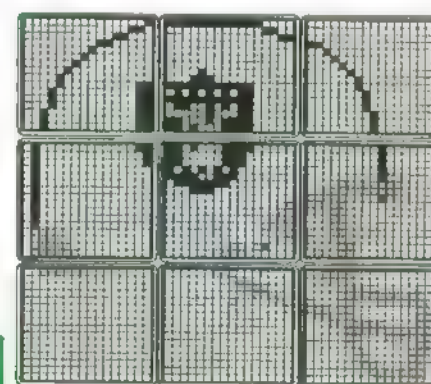
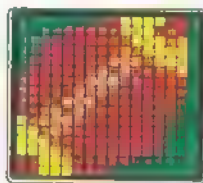
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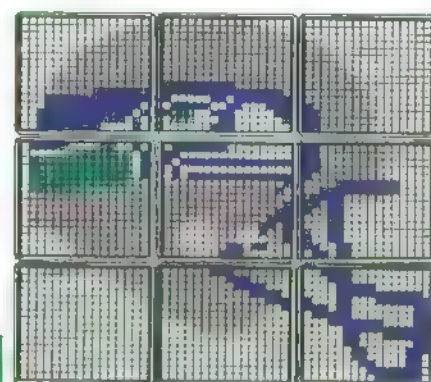
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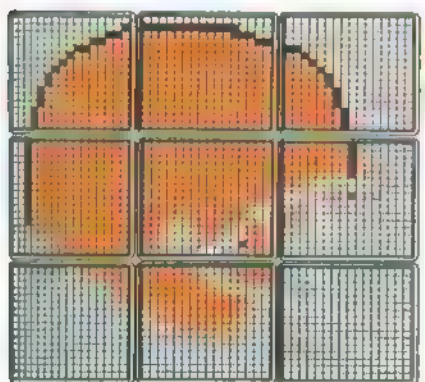
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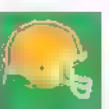
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SEATTLE SEAHAWKS



CLEVELAND BROWNS



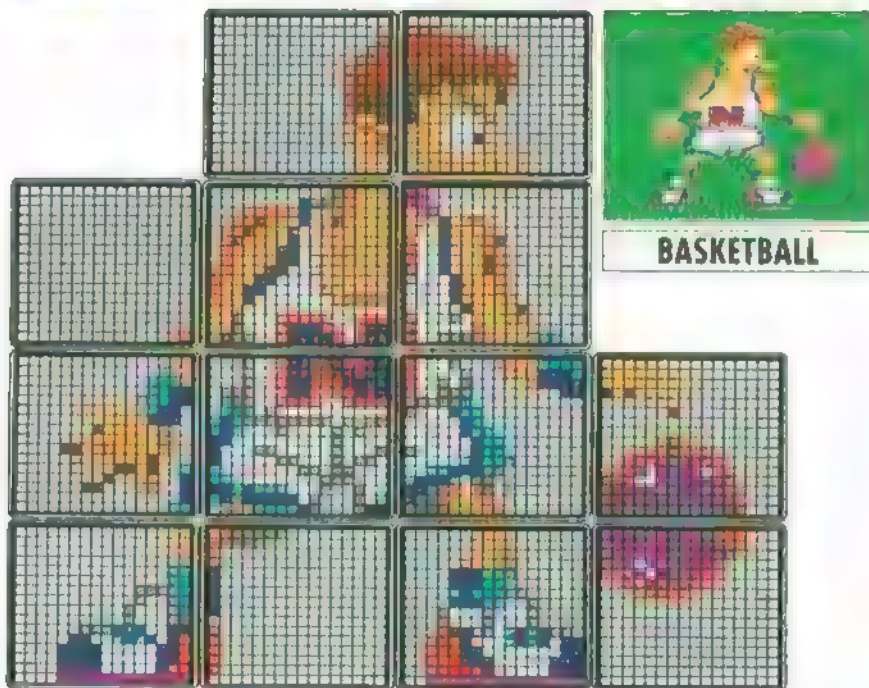
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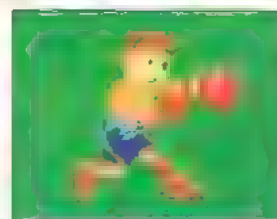
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OTHER SPORTS



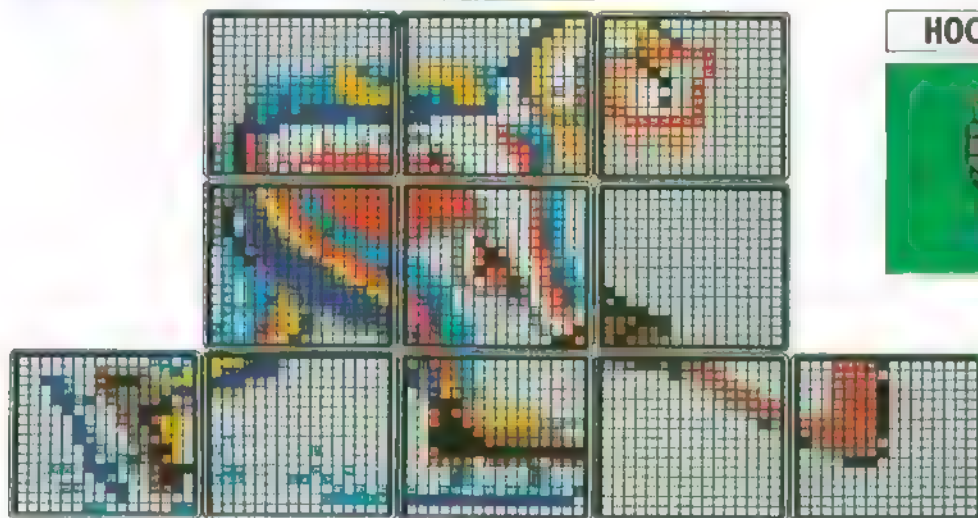
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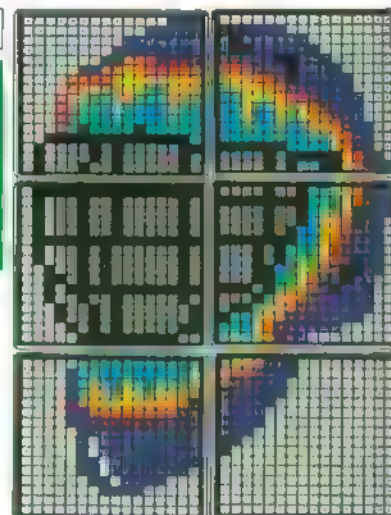
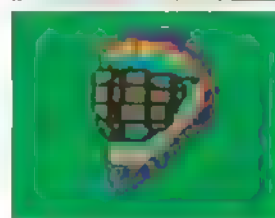
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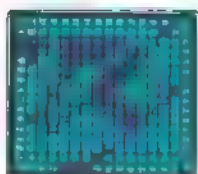
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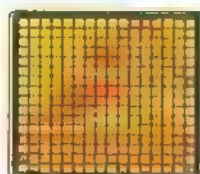
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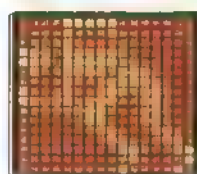
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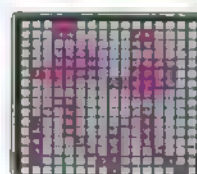
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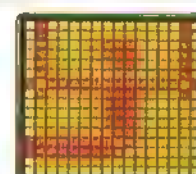
TRACK



MARATHON



SWIMMING



GYMNASTICS

V VIDEO

Lights! Camera! Action! With Mario Paint, you can be the director of your own music video. This chapter takes you behind the scenes to see how it's done.

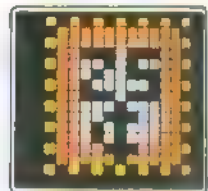


MARIO PAINT TELEVISION



VIDEO LETTER

Mario Paint is a great creative tool, but it can also be used to communicate messages beyond just artwork. Everyone likes to get things in the mail. Just think how impressed your friends and family will be with you when they receive their first Video Letters from you.



SPICE UP YOUR VIDEOS WITH MARIO PAINT!

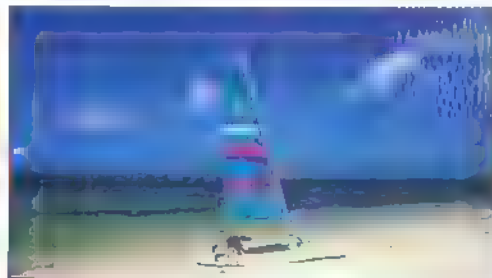
How many times have you sent letters to friends and family members? How many invitations and "Thank You" notes have you routinely written? Using Mario Paint and a VCR, you can really spice up the way that you com-

municate these messages! Considering the fact that we live in the age of video media, "Video Letters" make perfect sense. Mario Paint makes it all too easy! A Video Letter can be any length, can contain any message,

and can be delivered to anyone who has a mailbox and access to a VCR. The Text Stamps that Mario Paint contains make it easy for you to write messages and subtitle your Mario Paint illustrations and animations.



VIDEO ALBUM



Want to spice up the video footage that you shot on your last vacation? Mario Paint can help to make a great Video Album. Years later, when you're trying to remember whether it was Keahoa Beach or Keahui Beach you visited in Hawaii...you'll know! Mario Paint allows you to add titles, fillers and other descriptive sequences.



VIDEO LETTER



The topics for a letter are endless. So are the images you can create with Mario Paint! Add the two things together and what have you got? A Video Letter, that's what! If you want to speak to the recipient of the letter, you can record yourself with a video camera and then dub in Mario Paint scenes to spice it up.



VIDEO INVITATION



When compared to "normal" written invitations, it will undoubtedly create much more excitement about your upcoming gathering. Be sure to include an animated map to show your guests how to get to the party!

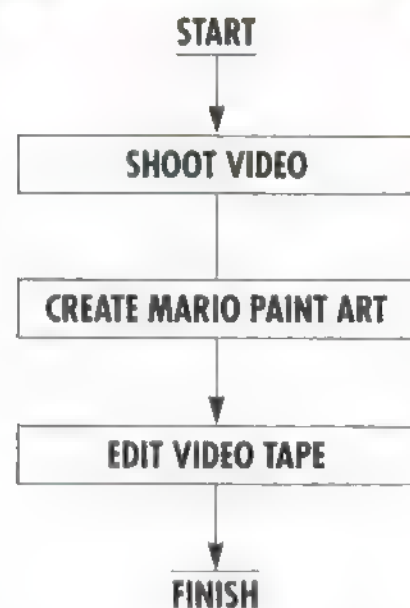
HOW TO RECORD YOUR LETTER

"Where do I start?" Good question. First, lay out a plan in storyboard form with the number of scenes you'd like to include in your Video Letter. This should give you an approximation of how long it will take to complete the project. Video is great because you can create, record and edit footage from

different mediums. Pointing the video camera at someone and having them speak can get a bit dull. How about drawing a caricature of that person using Mario Paint? You can use an animation sequence to make the mouth move and you can dub in the person's voice. Instant cartoon!

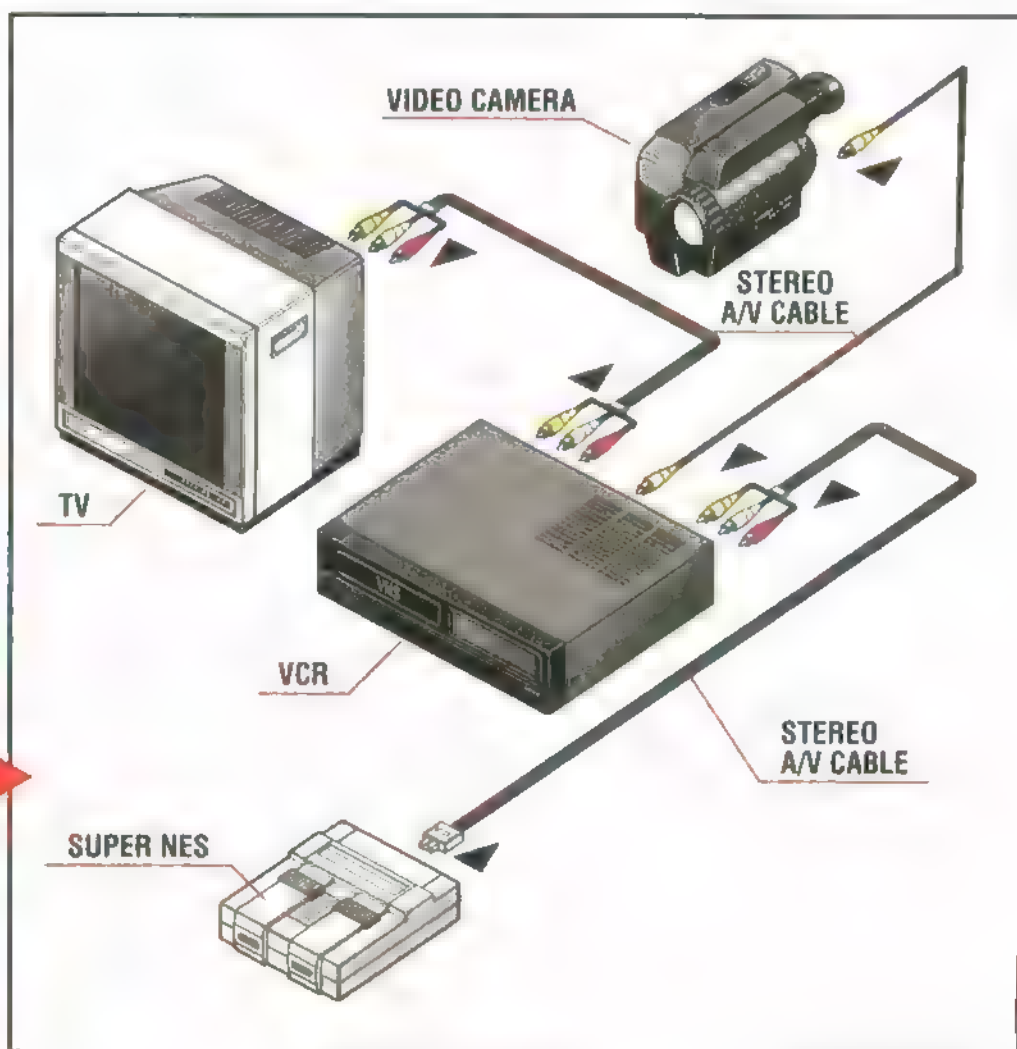


PRODUCTION CHART



MAKE THE CONNECTION

To record your audio, video and Mario Paint images properly, set up your system as shown in the diagram. Normally, when you use the Super NES, it runs directly into your TV. However, to capture your Mario Paint images on videotape, you'll need to route the A/V cable through your VCR. When you have completed each Mario Paint scene, transfer it to videotape.



THE OPENING

A SPLASHY DEBUT

With much ado, you can introduce your Video Album, Letter or Invitation. Since what you're creating is like a mini-movie, why not give it the same kind of fanfare that a movie opens with?

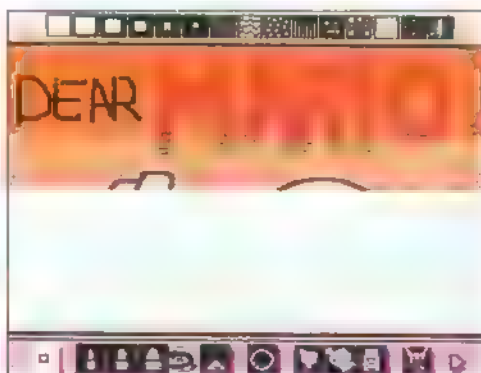


INVISI-PRINT

You can make an image or message magically appear by simply filling in the background! Just draw your image or write your message in white. It will be invisible until you fill in the background with a color. It's a neat trick!

SCREEN ERASERS

There are nine ways to erase the entire screen. Using them is a great way to spice up your creation. The pixelization effect and the "broken TV" effect are probably the most impressive, but all are good to use.



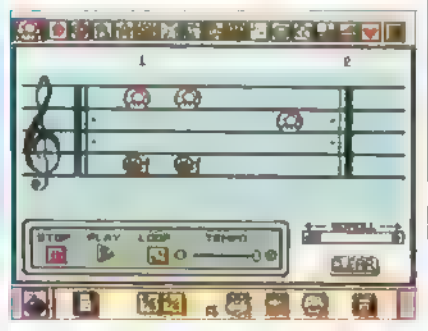
1



2

TUNES & EFFECTS

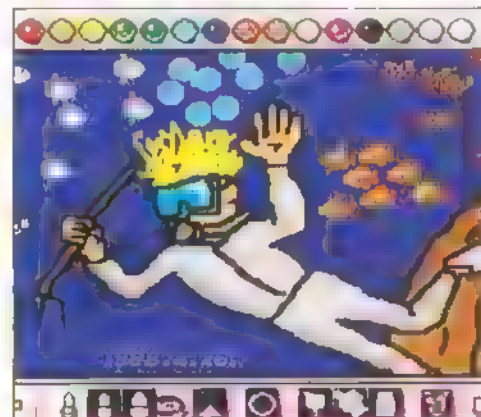
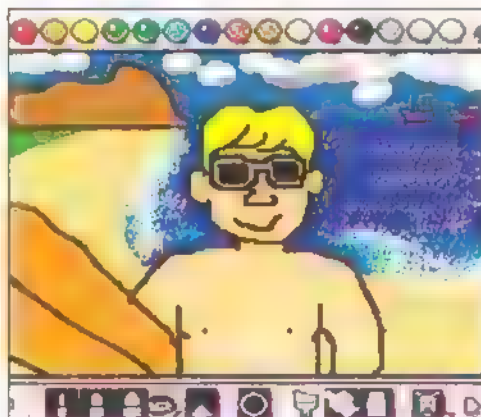
Besides using existing Mario Paint music and the tunes you have created, you can record other Mario Paint melodies. How about letting the intro run and record its theme? Or how about using the familiar tune that plays when you are painting away? Be sure to capture all of the sounds that the screen erasers make when they're doing their thing, too!



VIDEO ALBUM

VACATION MEMORIES

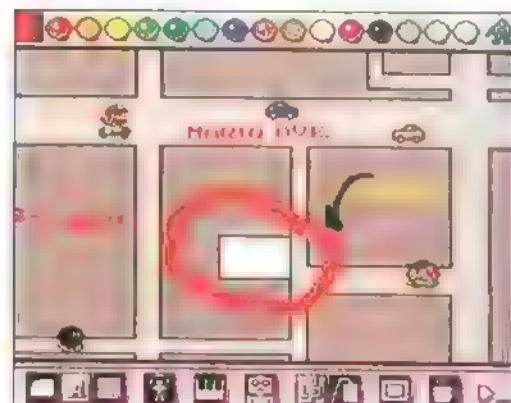
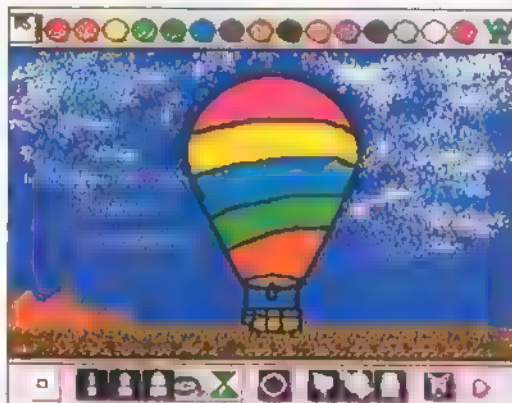
A Video Album can serve several purposes. It can be used as a video "postcard" to a friend or relative or can be utilized like a photo album. Instead of turning the photo album's pages, you'd just pop the videotape into your VCR and enjoy the memories!



MARIO PAINT PARTY

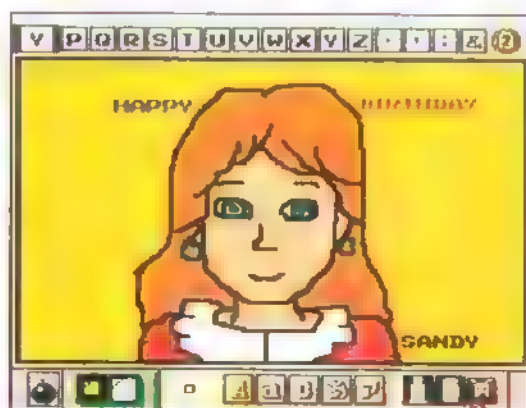
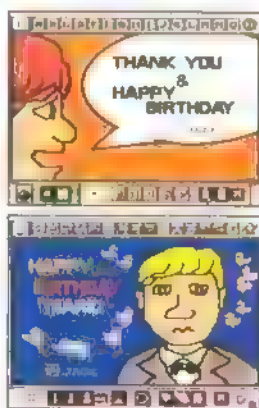
DIRECT YOUR GUESTS

Throw a party with Mario Paint as the theme, complete with a Mario Paint invitation. For an extra-special touch, animate a car moving in the appropriate direction to get them there! Announcing your party with Mario Paint is one thing, but having a party where Mario Paint is the highlight is another. It's great entertainment!



DO CARICATURES

During the party, ask your guests to draw a MP self portrait with a special message attached. Record all of the images onto one videotape. You'll never forget who came to your party! Even better, you can designate a Mario Paint expert to paint caricatures of everyone attending the event. For a special prize, they all can take home caricatures of themselves on videotape. It's great fun!



THE END

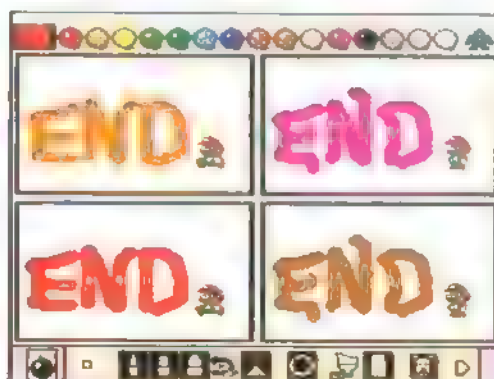
FADE-OUTS

It's always nice to finish with a flourish. Use one of Mario Paint's screen erasers at the end of your Video Album, Letter or Invitation to jazz it up. The rocket that blasts off and takes the image away with it is cool to use, as are each of the other screen erasers. If you didn't use any screen erasers during your presentation, using one at the end would provide a degree of finality.

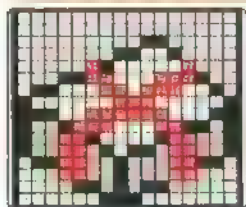


ANIMATED ENDING

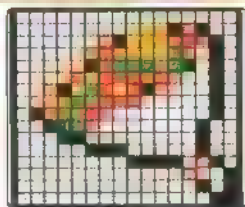
You can end your video masterpiece with an animated sequence, too! And why not? It would be the perfect swan song for a memorable and spectacular Mario Paint creation.



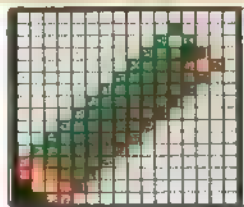
HAPPY BIRTHDAY



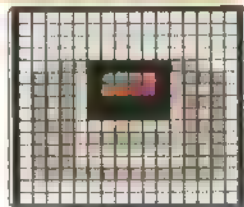
GIFT BOX



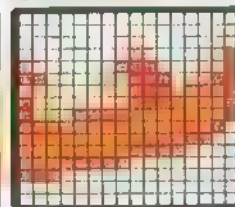
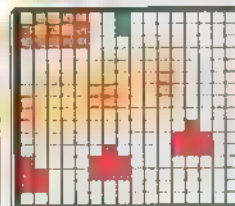
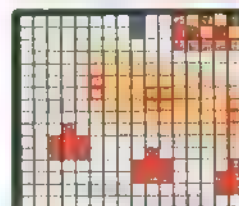
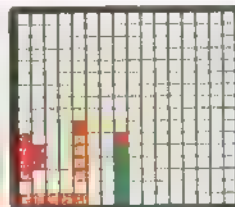
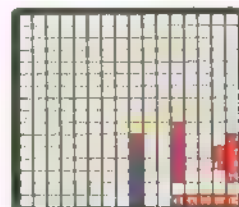
BOUQUET



PENCIL

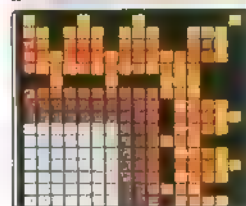


GAME PAK

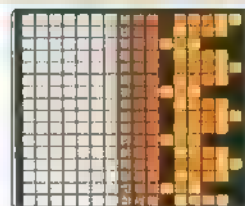


BIRTHDAY CAKE

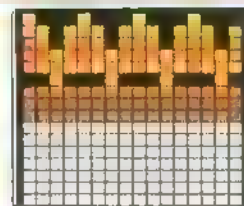
EASTER EGG HUNT



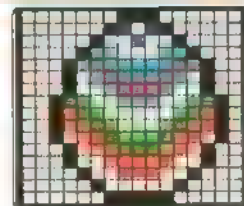
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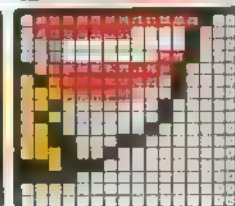
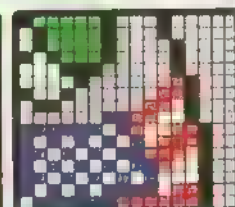
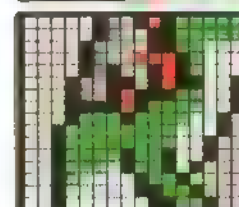
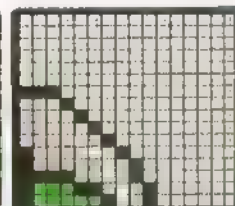
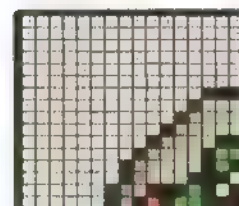
BORDER #2



BORDER #3

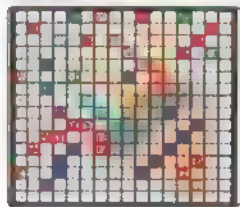


EASTER EGG



BIG EASTER EGG

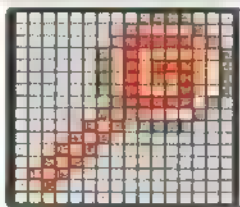
HALLOWEEN



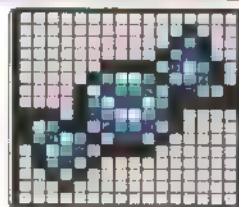
FIRECRACKER



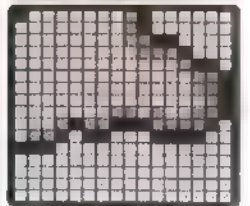
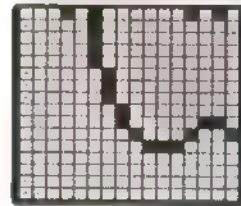
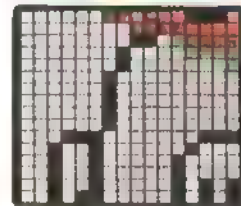
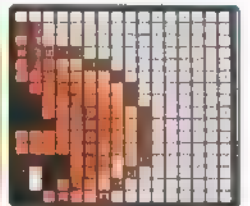
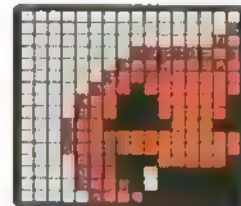
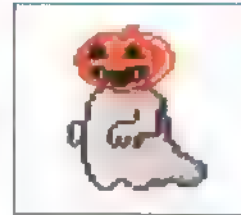
GHOST



CANDY #1

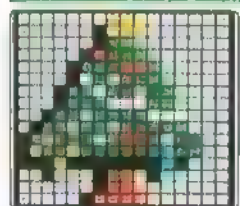


CANDY #2



PUMPKIN GHOST

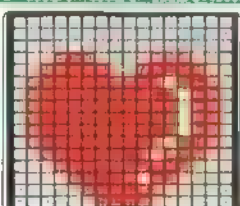
HAPPY HOLIDAYS



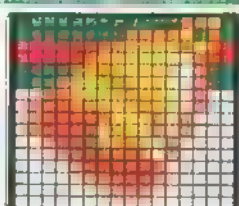
CHRISTMAS TREE



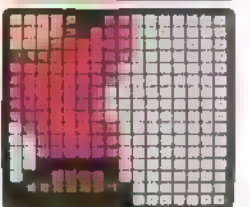
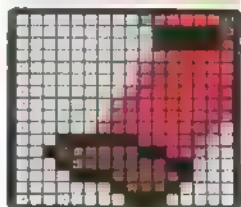
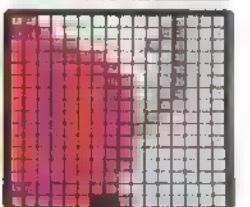
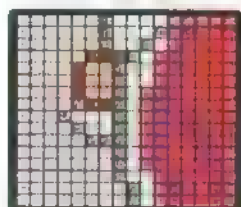
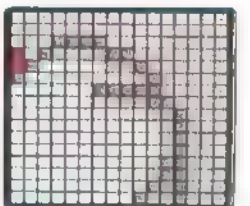
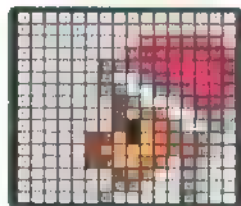
CANDLESTICK



HEART



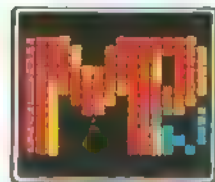
BELL



SANTA CLAUS

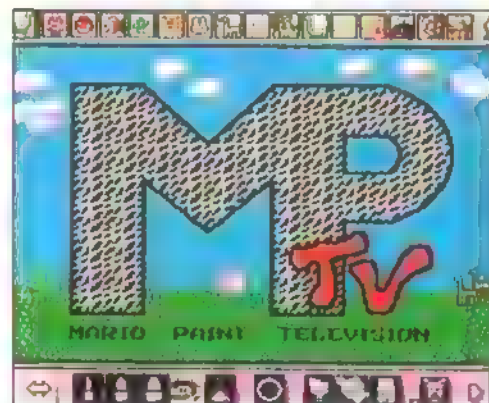
TUNE IN TO MPTV!

Nintendo Power magazine ran a Mario Paint contest in October, 1992, and players everywhere answered the challenge. The winning entry, submitted by Steve Miller of Tucson, Arizona, was a series of music videos that blew us away. Here, Steve takes us step-by-step through his techniques for making animated videos with Mario Paint.



MEET STEVE

Steve Miller is a professional photographer and animation buff. He has worked with film animation but prefers the video format. Steve comments, "It's a nice feeling to be in control of the total process and review results and make revisions as I progress." We asked him to create a self-portrait using Mario Paint. The result: Steve with Super NES Mouse in one hand, a remote control in the other.

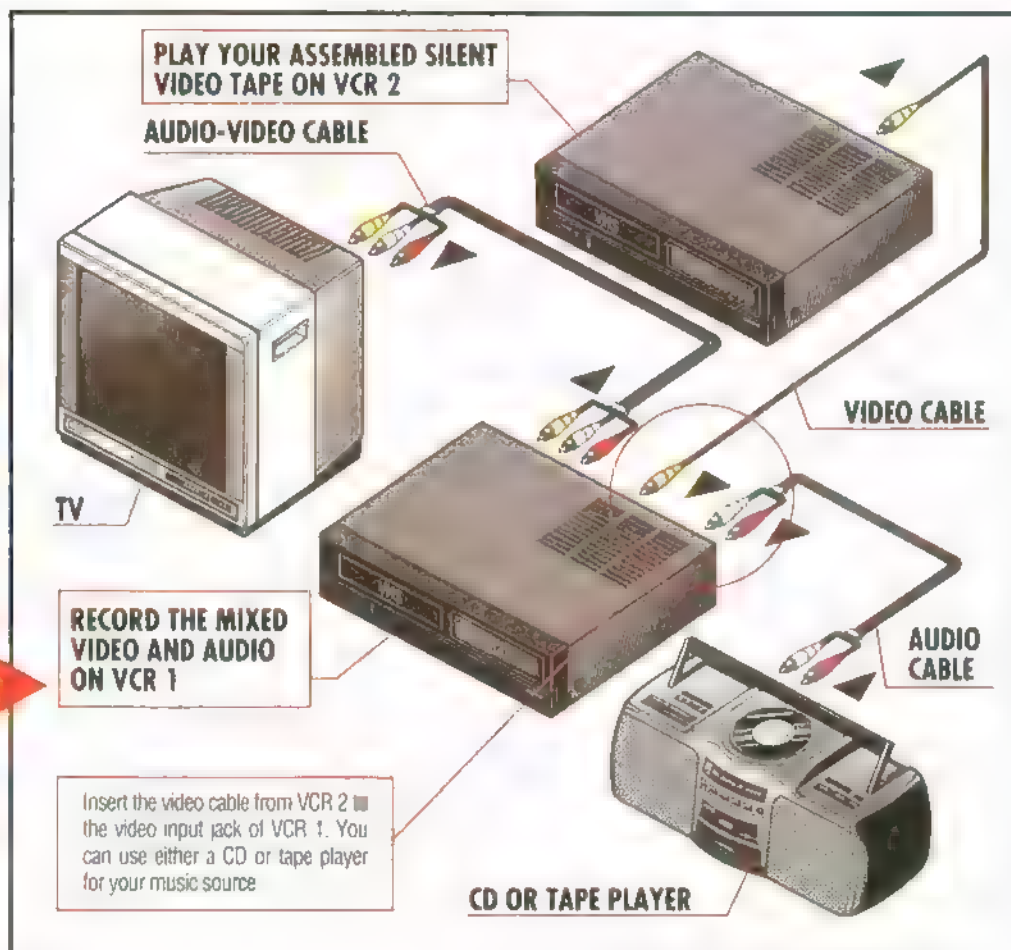
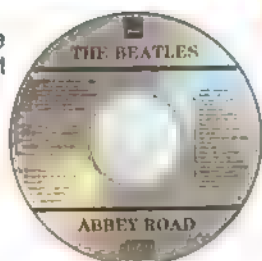


PAIRING MARIO PAINT WITH YOUR FAVORITE MUSIC

To create a video using Steve's techniques, you'll need either two standard VCRs or one VCR with video editing insert capability, which can be expensive. The diagram right shows a configuration using two VCRs.



Select a favorite song, and paint your image of it!



FRAMES FOR STEVE'S "SITTIN' ON THE DOCK OF THE BAY"

0



1



2



3



4



5



6



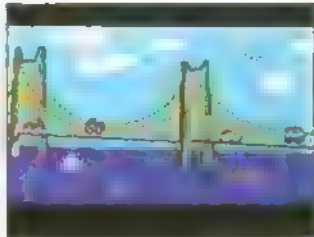
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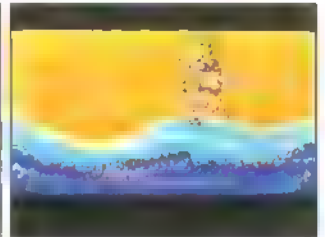
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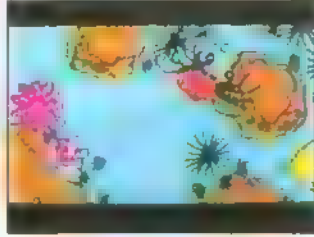
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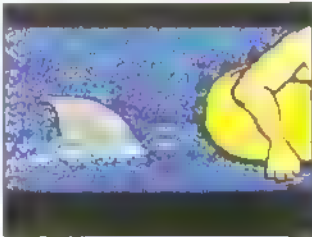
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16



17



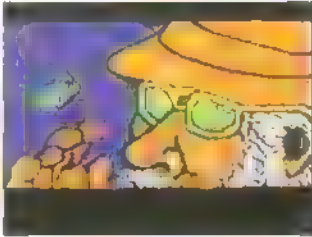
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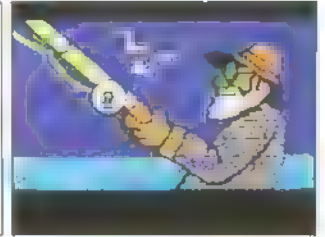
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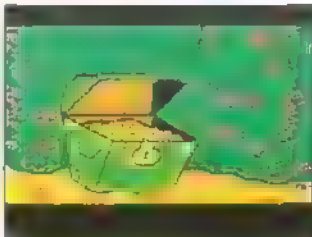
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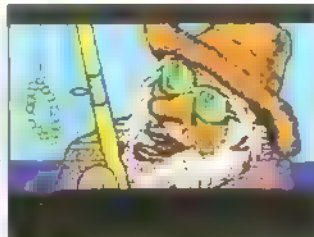
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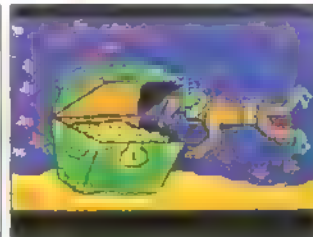
24



25



26



27



MAKING A MUSIC VIDEO: THE FIRST STEPS

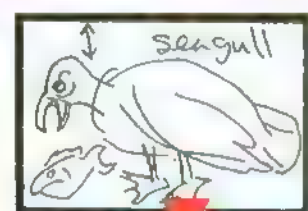
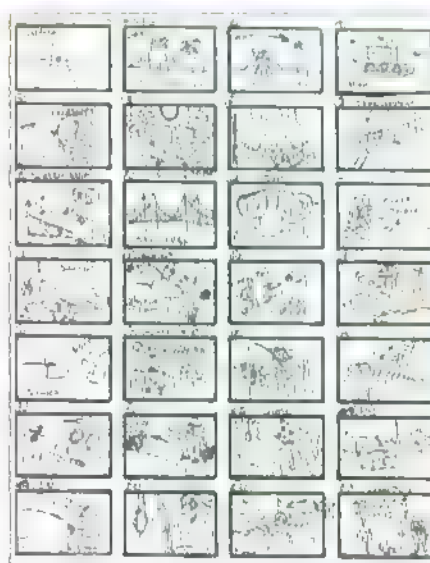
SELECT THE MUSIC

First, you have to decide which music you want to animate. Listen to the words and imagine how you could draw each line and how you might animate each drawing. Steve advises you to choose a song that you **REAL-
LY** like, because you'll be hearing it dozens of times. Some songs have strong themes that readily suggest particular images. Steve likes songs that are comical or outrageous, but he also likes to take more serious tunes and interpret them with humor. His winning contest entry featured animation for "Christmas at Ground Zero," by Weird Al Yankovic.



MAKE A STORYBOARD

After selecting the music, write down all of the words to the song. Check them all, word by word, and if you're planning to include captions with your artwork, be sure to check the spellings of all words. The next thing Steve does is make a storyboard. A storyboard is a series of panels with drawings depicting the important changes of scene in your video. Storyboards are commonly used in planning movies, television shows and even television commercials. The drawings in your panels may be no more than rough sketches, but you might want to indicate, as Steve does in his storyboard, what portion of each scene will be animated. He also makes notes about any special effects he wants to include.



Your storyboard sketches can be simple. When you recreate the scene with Mario Paint, you can add detail.

CHART THE SCENES

This method uses a VCR with video insert editing. Using Mario Paint, make a chart that has a square for every scene from your storyboard. Number the boxes to correspond with your panels. Next, connect your music source to your VCR and select a large pen with a bright color. Start the music and mark the first box at the very first note of the song, then mark the rest of the boxes at the start of subsequent lines. Steve says that it takes practice to mark the boxes exactly when lines change, so he suggests that you Save a blank grid using Mario Paint's SAVE/LOAD screen before you start marking the line changes. Insert-edit each animation over its timed position on the chart.

0	1	2	3	4	5	6
7	8	9	10	11	12	13
14	15	16	17	18	19	20
21	22	23	24	25	26	27

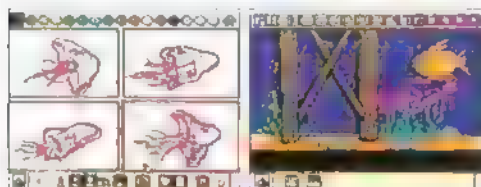
KEEP A TIME TABLE

It's helpful to keep track of how long each frame lasts. It's easy if you have a tape player or CD player that has a timer display. You can actually mark the time displayed on your storyboard.

STEVE'S SPECIAL TECHNIQUES

JELLYFISH

Steve discovered how to create the effect of transparency. He uses a light Airbrush for the jellyfish, so when it swims into the scene, you see the background through the fish.



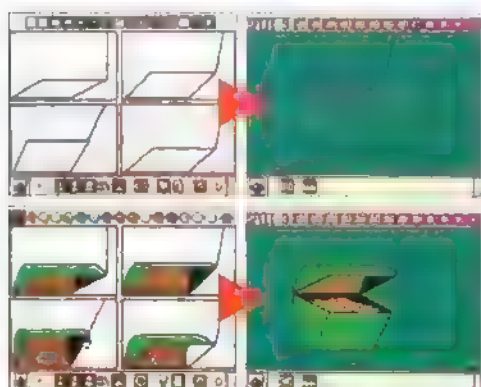
BLAH, BLAH, BLAH

Ten people fill the screen in this scene, and they all have opinions to voice. Steve uses four-frame animation to make a single moving mouth, which he then positions on the various faces by clicking the path tool.



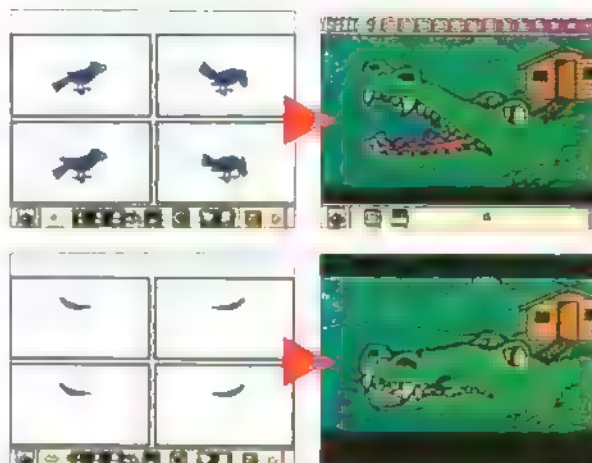
SUNKEN TREASURE

The man earns the name "Lucky" when he snags a chest filled with gold. Steve uses four-frame animation to show the chest's lid moving up and down as the fisherman tugs on the line. The chest itself is drawn to match the constant size of the lid's base.



DOUBLE ANIMATION

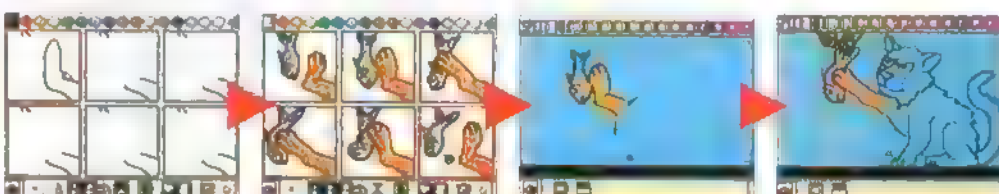
For the alligator scene, Steve animated both the bird pecking and the 'gator chomping its jaws shut. The scene first shows the bird feeding on the alligator's tongue—definitely dangerous territory—then the feathers fly when the massive mouth closes on the unfortunate bird.



THE CAT'S PAW

To animate a cat wasting time bathing a fish, Steve started by making the upper leg, which will later fit onto the cat's body, and copying it to all six animation frames so it would be exactly the same in all of them.

Next, he drew in the moving part of the leg and the fish being batted by the cat. He then put one of the frames in the middle of the screen and created the rest of the scene around it.



BRIGHT LIGHTS

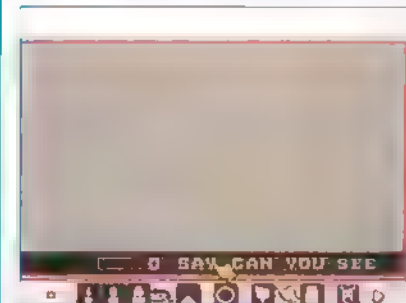
With his pile of gold, the lucky fisherman buys the dock. To animate the flashing sign, Steve uses all nine animation frames and starts by placing a circle in exactly the same place in each of the frames. Next, he makes the colored circles fade out and reappear by clicking the path tool over each darkened light on the sign. When he uses high speed animation, the circles look like flashing lights.



Fat Cat Lucky is still hanging out at the dock.

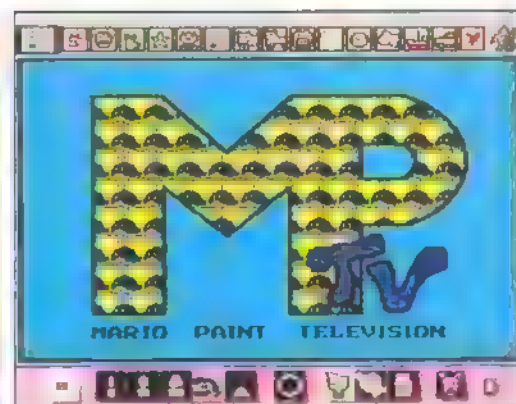
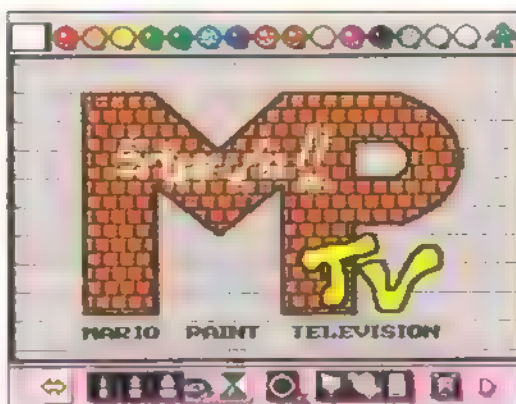
LYRICS

To print the lyrics at the bottom of the screen, Steve uses simple lettering that he prints in white on a black background to make it easy to read. Using the Copy Hand, he can easily center the line on the screen.



MAKE YOUR OWN MPTV LOGOS

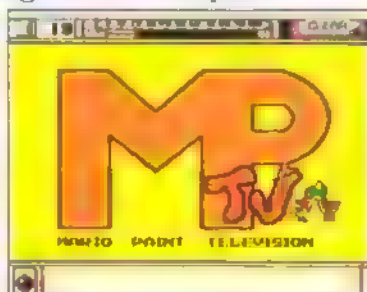
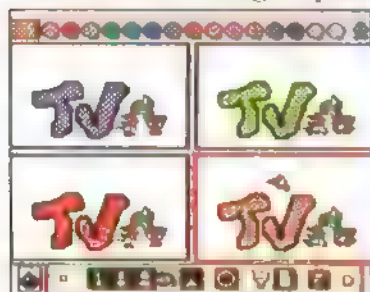
Steve did such a great job on the music videos that we asked him to come up with some animated MPTV logos. The photographs of the final screens really don't do them justice—what's fun is seeing how the "TV" part of the logo ends up in the right position, and how the animation fits with the music he uses. Take a look—then try making your own.



THE MANY STYLES OF MPTV

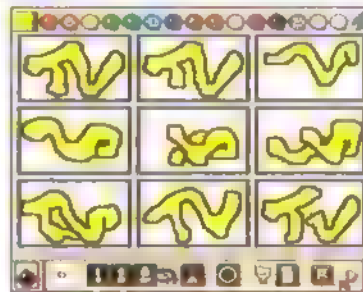
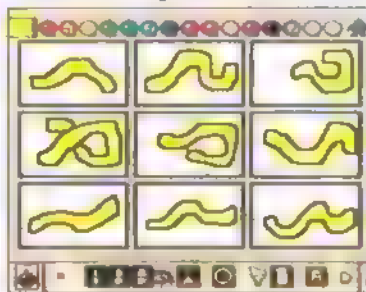
MARIO STARS

One of Steve's animated logos features Mario and Yoshi, and he used the stamps from the Mario Paint program to make them move. He drew stylized letters for the T and V, which he then filled with patterns from the game. In the final scene, Mario and Yoshi run in from the right, pushing the TV into place.



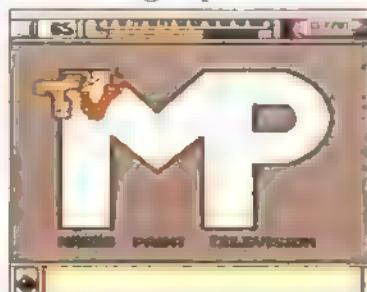
THE WORM CRAWLS IN

Steve used 18 frames to create this one. The first nine frames make the worm wriggle across the screen from the left. The second nine make it form the TV letters once it's in place in the lower right.



FLASHING LETTERS

Steve drew the TV letters again for this animated logo, and filled them with bright patterns from Mario Paint. He put a different combination in each of the nine frames, then he set a path of sharp turns and quick exits from the screen, which is stark black and white. When he turns on the animation, the bright, flashing TV darts around the screen before finally coming to rest in the right position.



LET 'ER ZIP

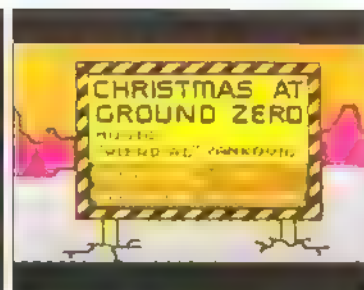
This animated logo starts with a zipper in the lower right. Using all nine frames of animation, it begins with only the closed zipper in the first frame. In the subsequent frames, a dark line wriggles out as the zipper opens. It forms the TV letters and disappears back into the opening, which then zips back up. It's a great sequence to loop, since all of the animation takes place in one place.



STEVE'S WINNING WORKS

AN OUTRAGEOUS VIDEO TAKES TOP HONORS

Steve won the Mario Paint contest for his amazing animated video featuring "Christmas at Ground Zero," but he has created several other videos to a variety of music. Some are shown in the panels below. Try his techniques—make your own video to your favorite music. It's painstaking work that requires time and patience, but Steve's videos are proof that the results can be incredible.

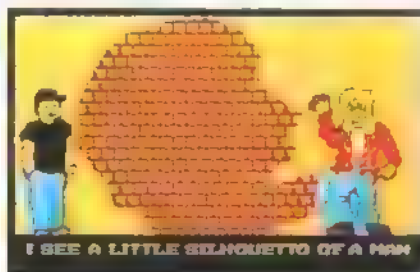


BLACK OR WHITE/MICHAEL JACKSON



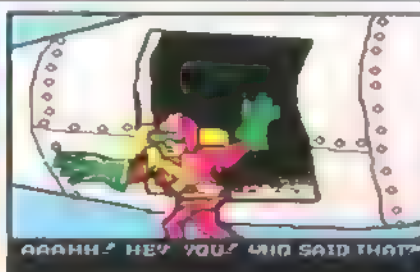
Michael Jackson had a huge hit with his "Black or White" video. Especially impressive was the morphing technique used at the end. Steve used six frames to morph some Mario Paint faces in his version.

BOHEMIAN RHAPSODY/QUEEN



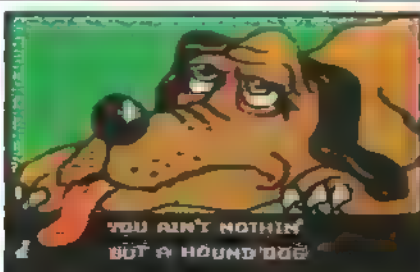
Wayne and Garth rocked out to Queen's Bohemian Rhapsody in the blockbuster, "Wayne's World." Steve's video is, of course, Excellent. We're not worthy to see the whole thing, but here's a sample.

JUMP!/VAN HALEN



The song's theme can drive a video. Steve also put Van Halen's rock classic, "Jump!" to Mario Paint music. It shows lots of jumps, including a parachutist about to take the plunge from a plane.

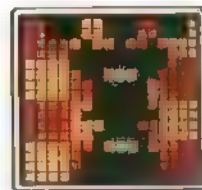
HOUND DOG/ELVIS



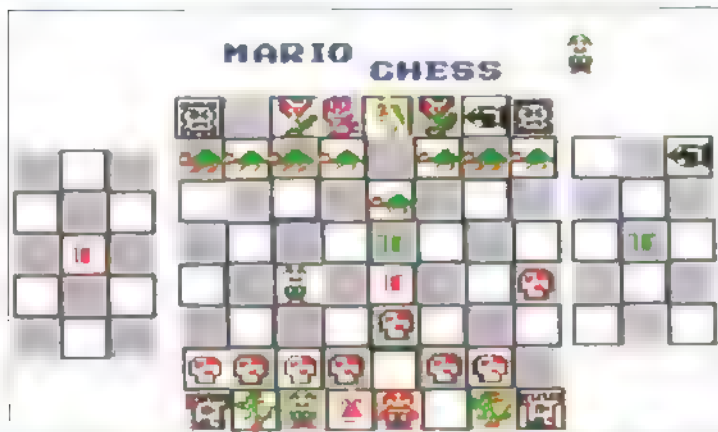
Lyrics, like those in Elvis' "Hound Dog" might suggest particular scenes. Steve's video has the poor hound chasing, but never catching, that elusive rabbit.

GAME MAKER

Who says you have to be a programmer to make your own games. Mario Paint is a great platform for making games. The games shown here are just a taste of what you can do. One rule to follow is to make games in which it is easy to move and replace "pieces" by using stamps.



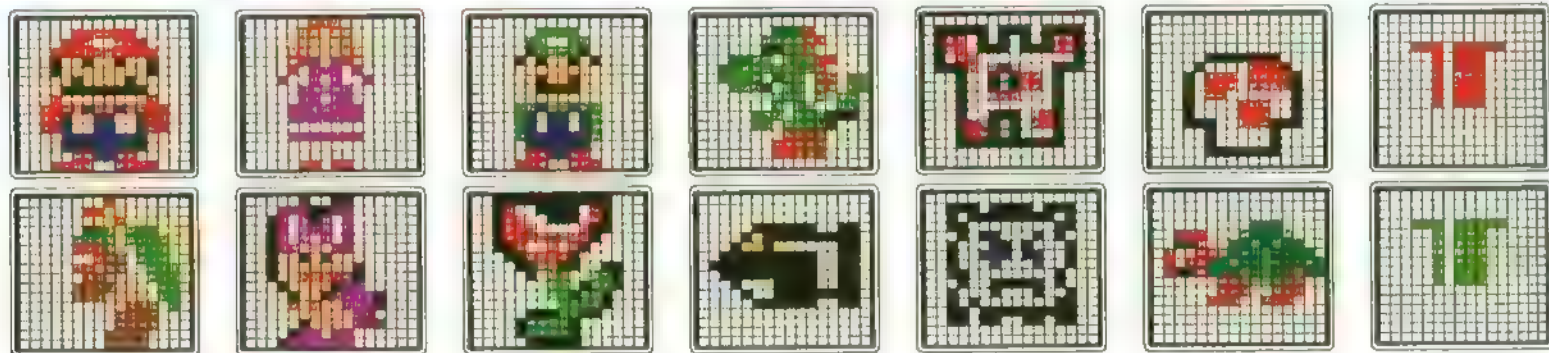
MARIO CHESS



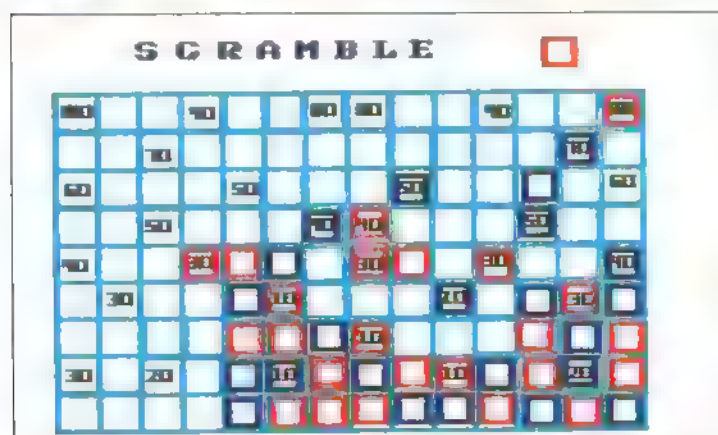
Mario Chess is played like regular chess, except that you have two warp zones that take pieces to small side boards. In addition to the stamps shown below, create a gray square and a white square with black borders.

RULES

1. All rules of regular chess apply, except with regard to the two Warp areas. When a piece is moved onto a Warp Pipe, it automatically "warps" to the pipe of the corresponding color either on the main board or on the Warp Board. The piece then makes a second move on the board to which it has warped.
2. Pawns can move one square in any direction when they are on the Warp Board.
3. A move consists of placing the stamp of the chosen piece on an appropriate square, then removing the original image of the piece from the board by placing either the gray or white board square over it.



SCRAMBLE

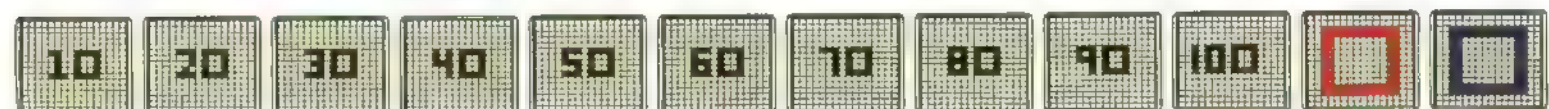


The object of Scramble is to score points by placing your blocks over the squares with numbers. Try to place yourself in a position to take the highest numbers on the grid while denying those numbers to your opponent.

RULES

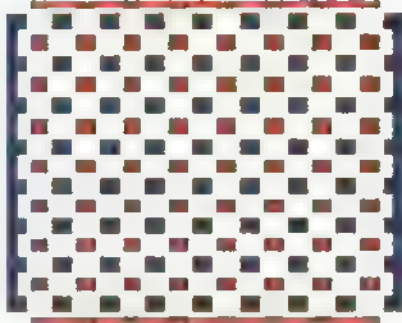
1. The first player's move must be on the bottom line of the grid.
2. Subsequent moves can be made on any other square on the bottom line or by touching one side or corner of an existing block.
3. The game ends and scores are counted when one of the players places a block on the top row.

Note: The board is created by making a grid of squares. Place numbered squares in ascending order so that the highest value squares are at the top of the board.



FENCES

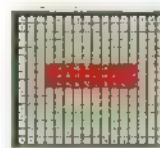
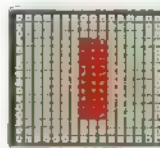
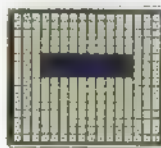
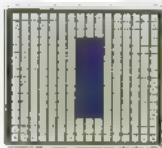
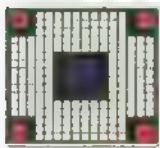
FENCES



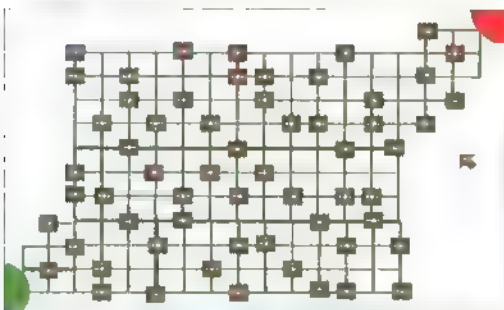
The goal of Fences is to build a continuously linked fence that connects your two baselines. Although the principle of Fences is simple, you'll soon find that the strategies are quite complex. The board is created by making a grid of fence posts using stamps.

RULES

1. Fences are placed between the fence posts of their own color alternately by the two players.
2. You cannot cross through another player's fence.
3. You can place a section of fence between any two of your fence posts even if they are unconnected to other sections of fence.
4. When one player has connected his or her baselines, the game is over.



GALACTIC RISK



SET UP

The goal of Galactic Risk is to reach the enemy's galaxy by colonizing planets, making star routes, building fleets and winning battles. First create a grid using a black-bordered stamp. Now place stars randomly at the corners of grid blocks and use the paint brush to fill in open spaces. Create a Neutral Zone in the middle of the board. Create red and green home galaxies and two boxes for your fleets.

BUILD PHASE

Every move consists of a Build and Action Phase. Begin your turn by adding one Ship for every Colony Planet you own or by building a new Colony Planet on a star that you have reached. If you own six Colony Planets, you get to add six Ships. If you have no planets, you receive no Ships. The new Ships can be placed either at your Planets for their defense or in the Fleet Box. Ten small Ships equal one Mother Ship.

ACTION PHASE

After the Build Phase, you can take any one of the following actions:

1. Create one leg of star route with your vertical, horizontal or diagonal Star Route Stamps. This extends the reach of your galactic empire. Ships in the Fleet Box can only travel over Star Routes. If you come in contact with your opponent, you can either engage in battle or retreat. (See Battles.) If you come in contact with a Neutral Civilization (yellow star

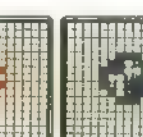
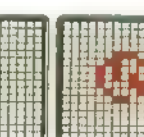
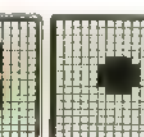
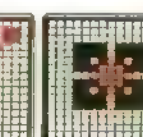
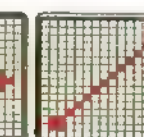
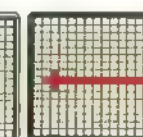
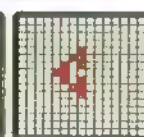
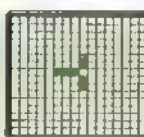
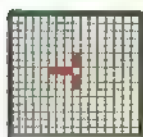
routes) you can continue your move along the Neutral Zone Star Routes and end by making a final move out of the Neutral Zone. (Note: While taking your free move through the Neutral Zone you do not place Star Routes of your color over the yellow star routes.)

2. Move Ships from your Fleet Box to one of your Colony Planets or from one Colony Planet to the Fleet Box.

BATTLES

Only Mother Ships from the Fleet Box can make offensive moves against the opposing Fleet or Planet. (Your Fleet is always at the star to which you have made your most recent move.) The attacker rolls three dice while the defender rolls two dice. If the number on any of the three dice is larger than the largest number on either of the defender's dice, the attacker wins. If the numbers on the defender's dice are larger or equal to the attacker's roll,

then the defender wins. The losing Fleet must erase one Mother Ship for each lost roll. If a Fleet has no Mother Ships, but has regular Ships, it can either retreat or roll with one dice. Planets have the equivalent strength of one Mother Ship. If a Fleet is defeated, the victor can move ahead, replacing the opponent's Star Route or Planet with one of his or her own color.

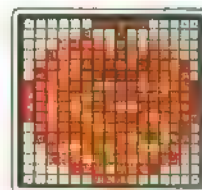




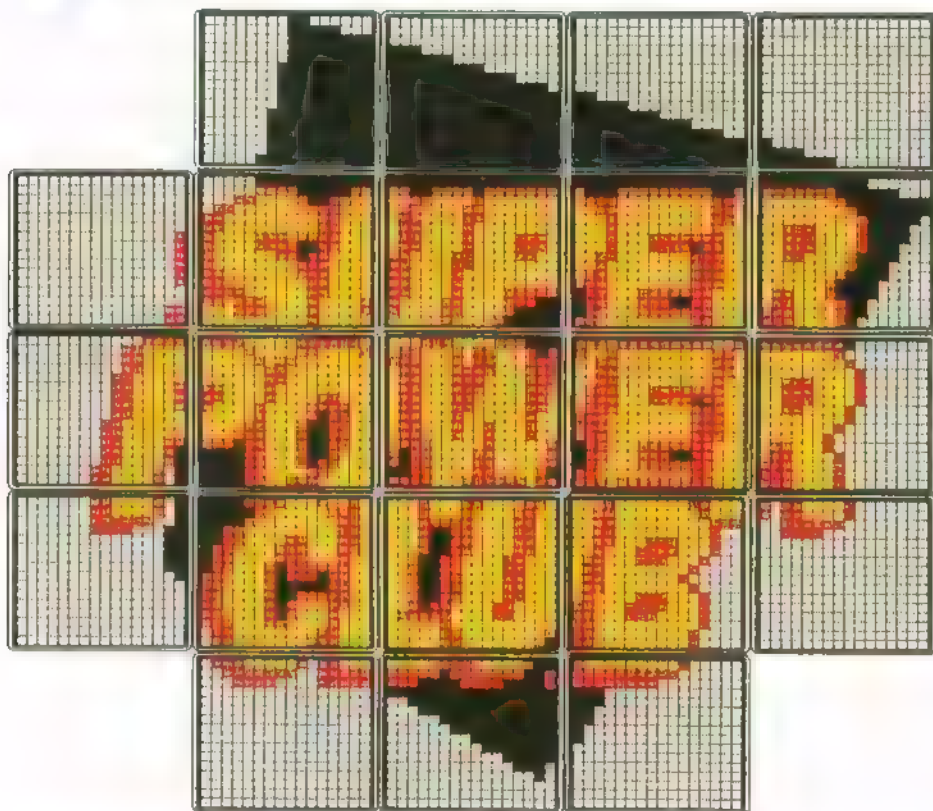
TAMP GALLERY

THIS AND THAT

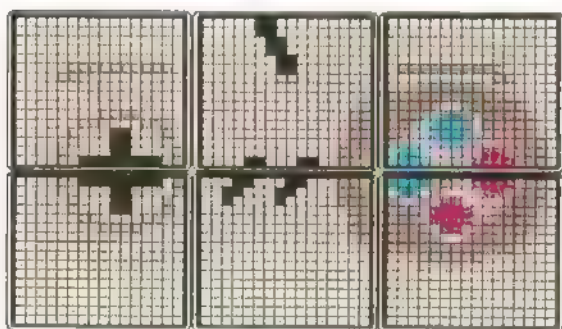
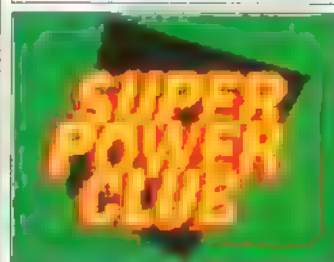
For this Gallery of Stamps, we've pieced together some big pictures. Mona Lisa, on page 106, took 58 stamps, and the massive map that takes up pages 104 and 105 required 150. It takes up the entire Mario Paint screen!



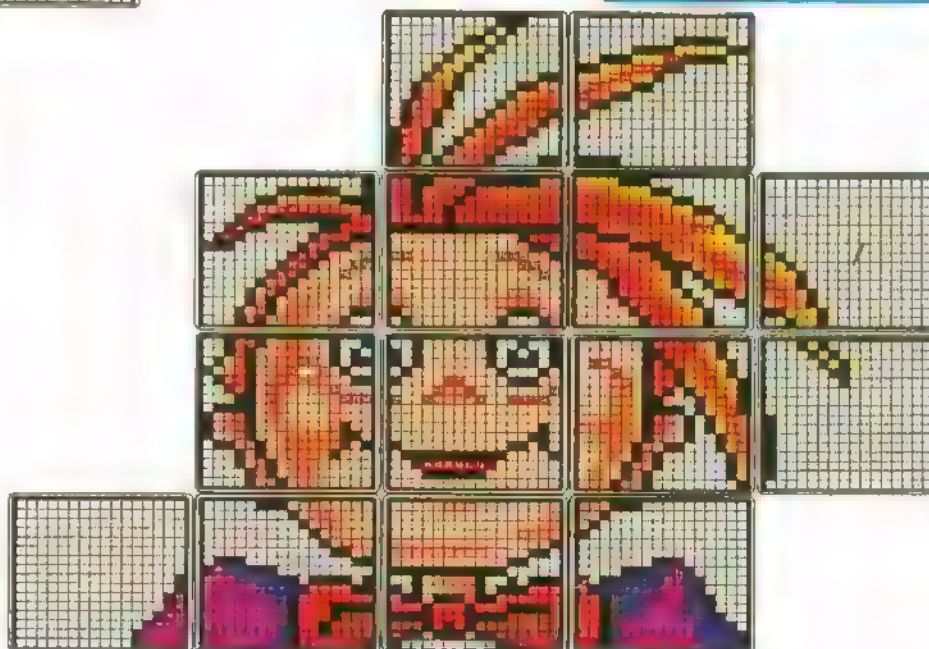
SUPER POWER CLUB



SUPER POWER CLUB LOGO

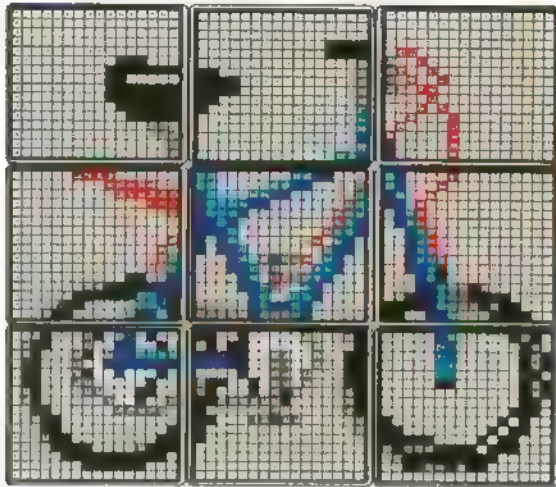


SUPER NES CONTROLLER

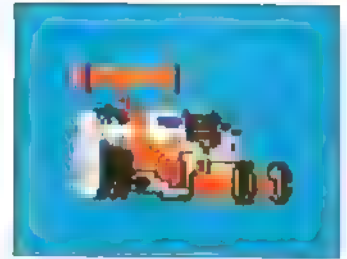


NESTER

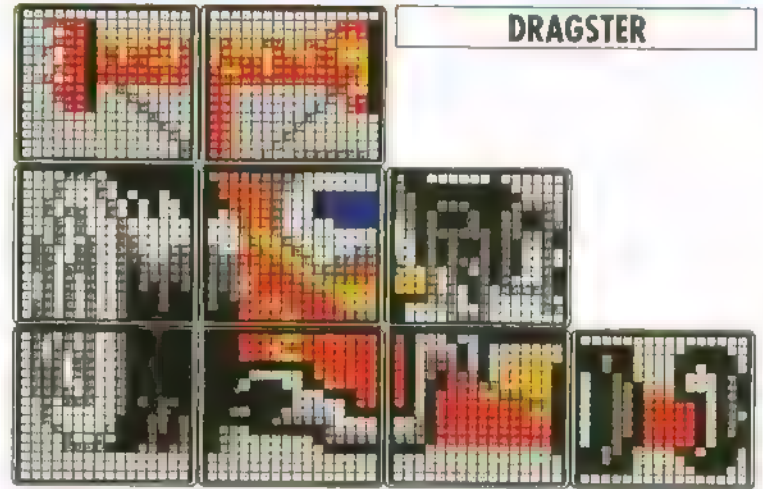
STAMPS TO RIDE



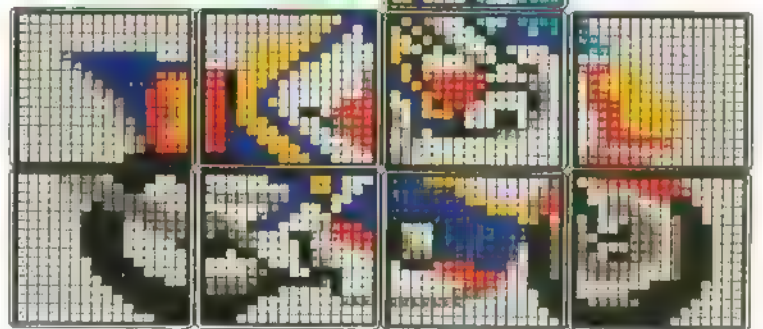
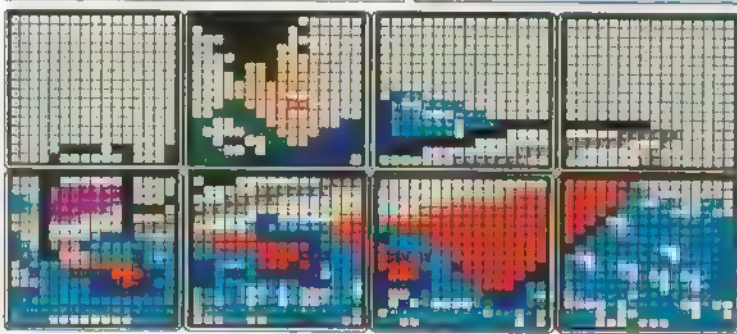
BICYCLE



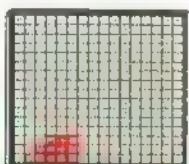
DRAGSTER



SPEED BOAT



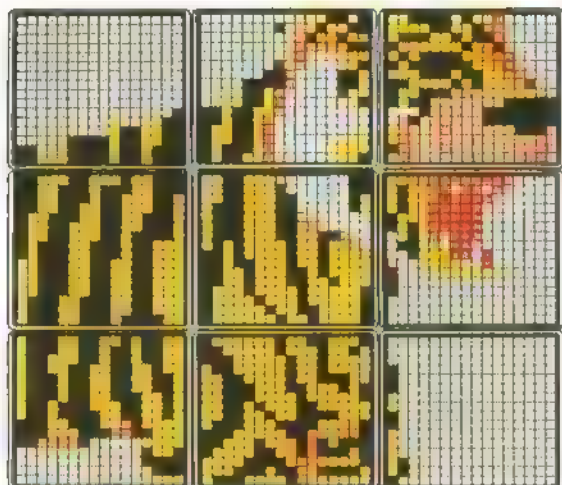
MOTORCYCLE



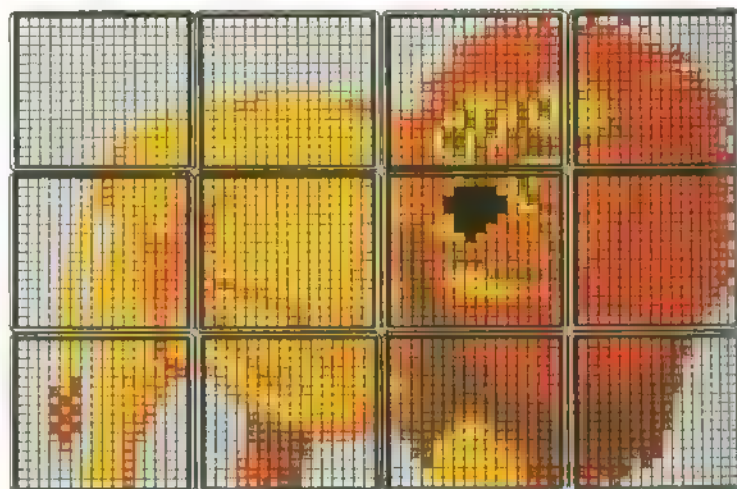
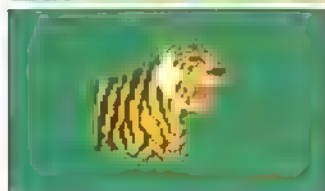
BIPLANE



STAMP BOOK



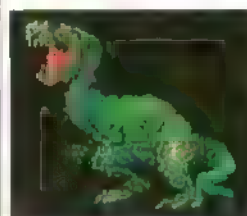
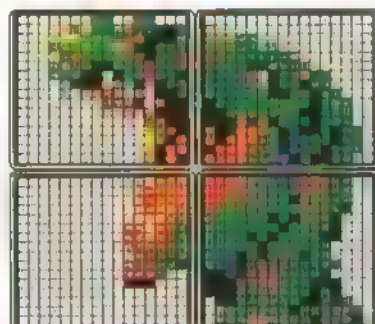
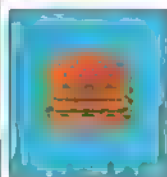
TIGER



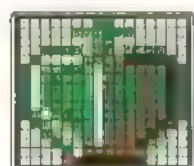
LION



BURGER



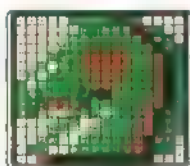
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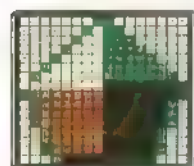
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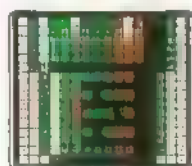
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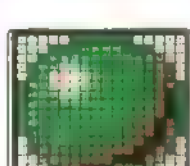
KNIGHT



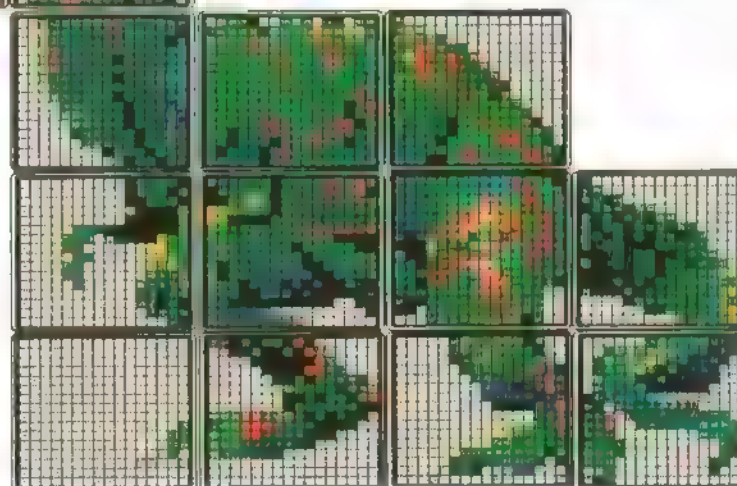
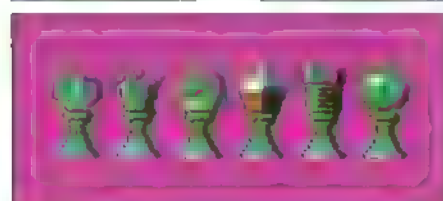
BISHOP



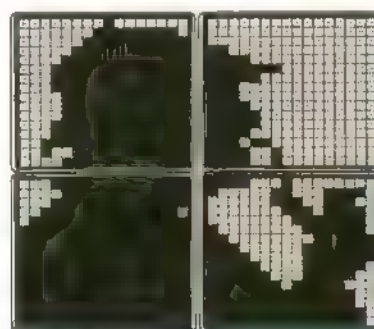
ROOK

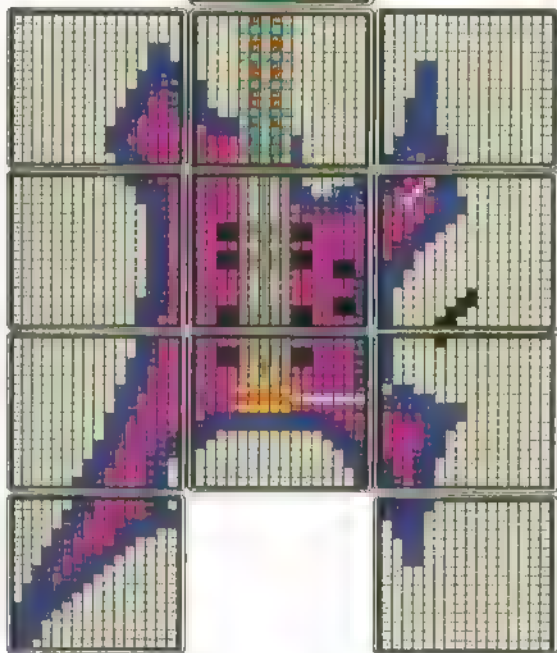
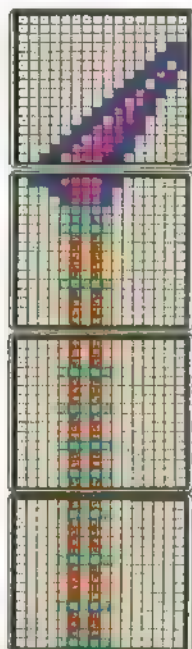


PAWN

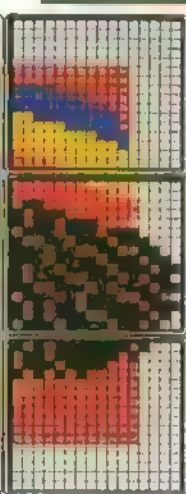
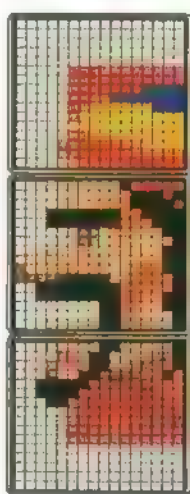
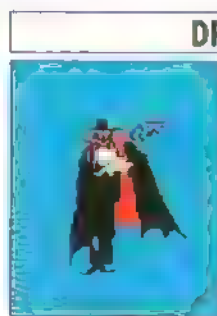


HOLMES



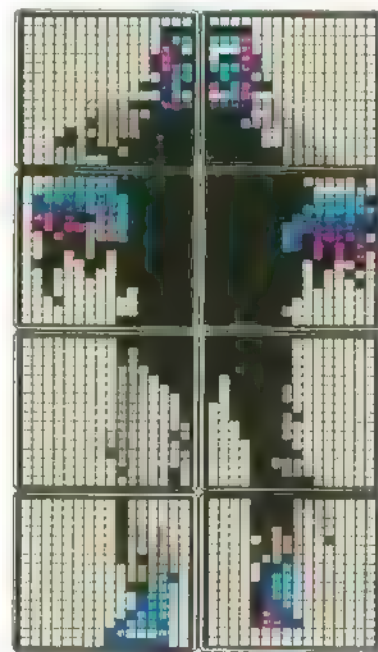


GUITAR

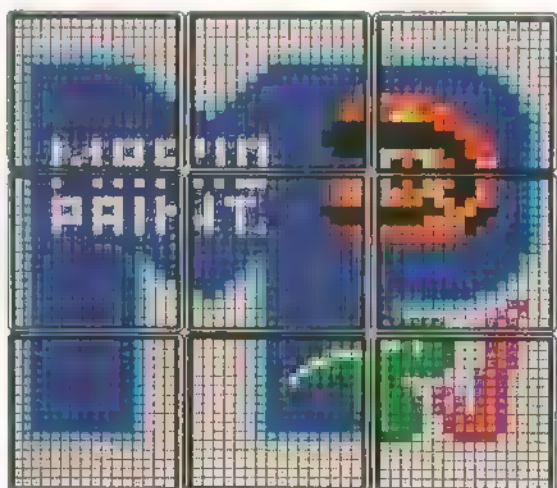


MUSICIAN

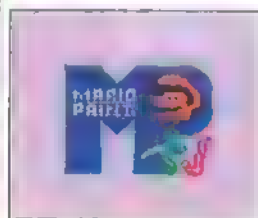
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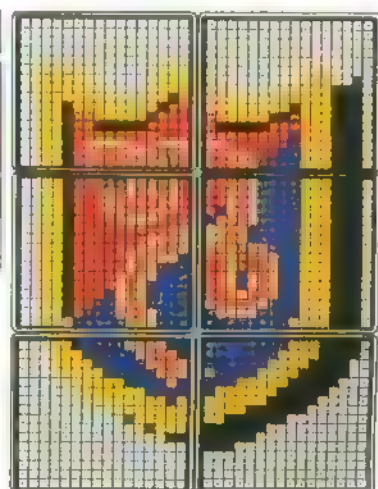
FRANKENSTEIN



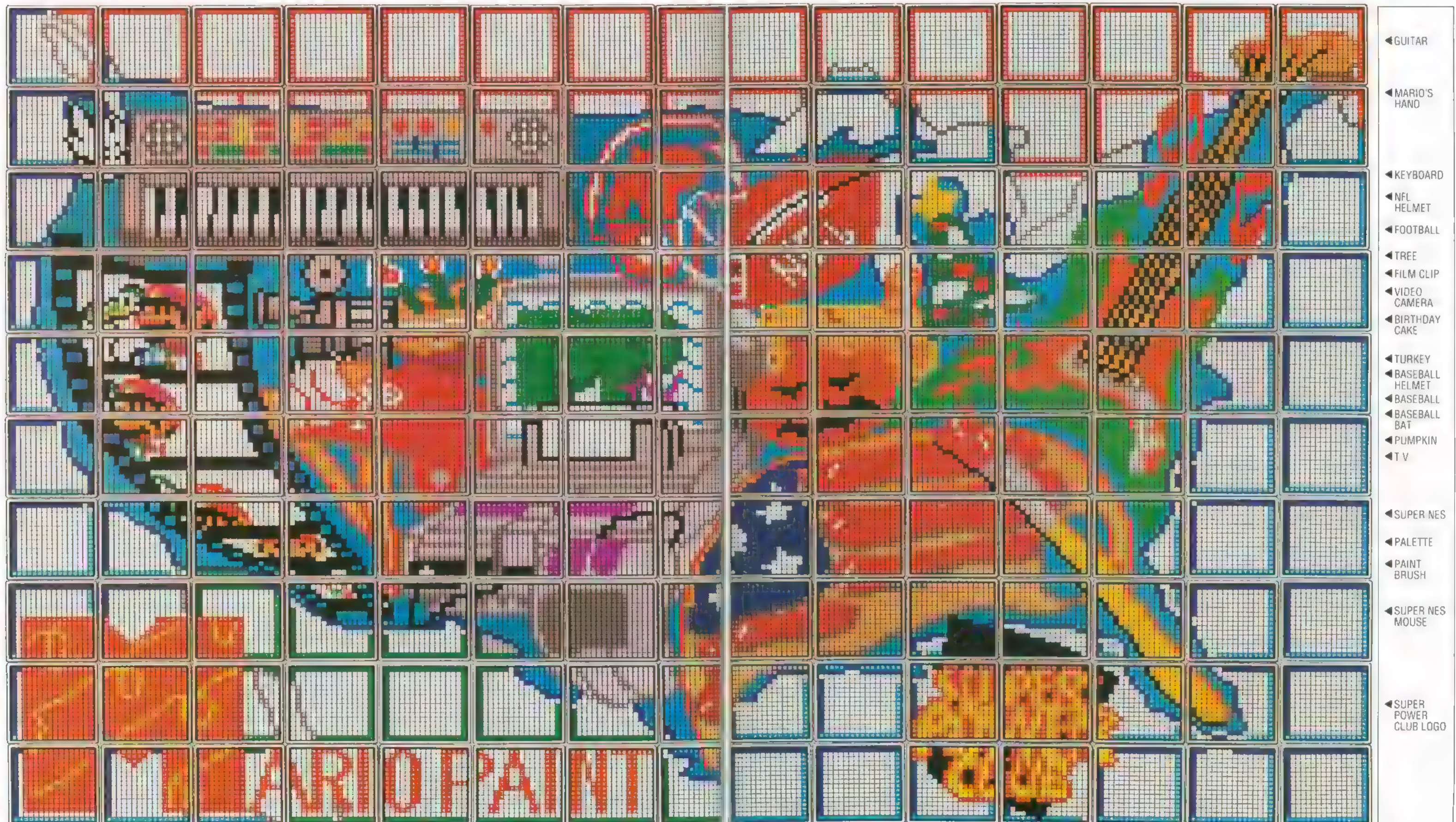
COAT OF ARMS



MPTV LOGO



MARIO PAINT U.S.A.



◀ GUITAR

◀ MARIO'S
HAND

◀ KEYBOARD

◀ NFL
HELMET

◀ FOOTBALL

◀ TREE

◀ FILM CLIP

◀ VIDEO
CAMERA

◀ BIRTHDAY
CAKE

◀ TURKEY

◀ BASEBALL
HELMET

◀ BASEBALL

◀ BASEBALL
BAT

◀ PUMPKIN

◀ TV

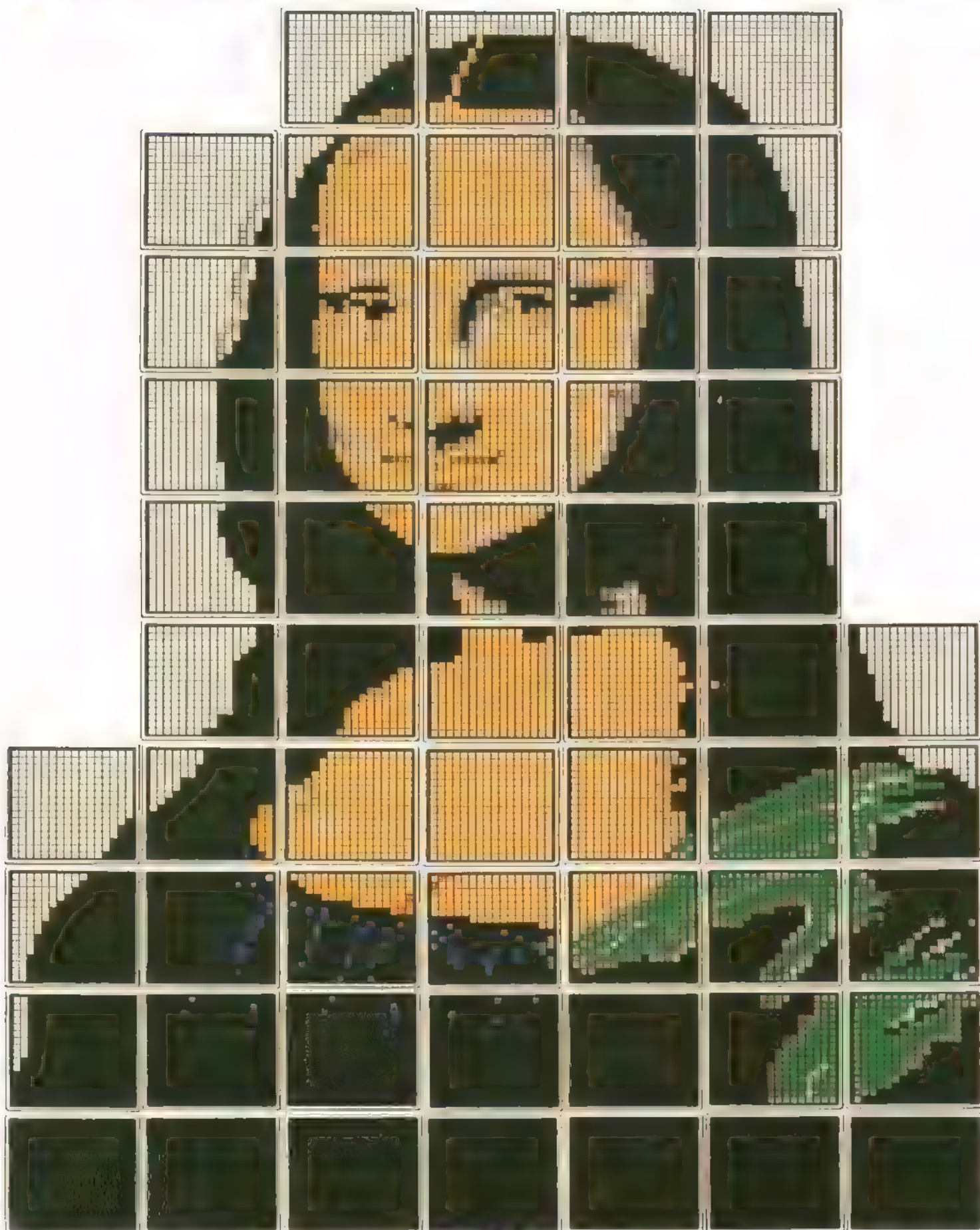
◀ SUPER NES

◀ PALETTE

◀ PAINT
BRUSH

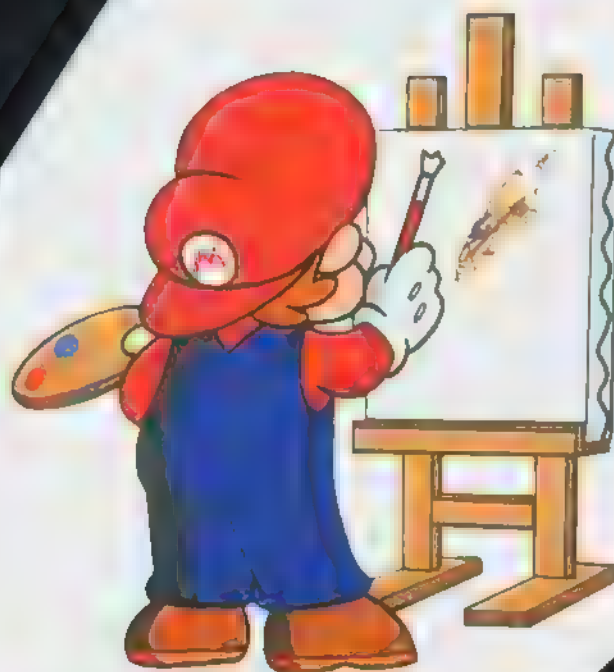
◀ SUPER NES
MOUSE

◀ SUPER
POWER
CLUB LOGO



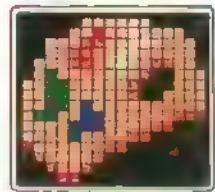
ART

Mario Paint takes art from the canvas to the screen with a palette that includes more than just colors. See what you can do with the shapes and stamps in Mario's paint box.



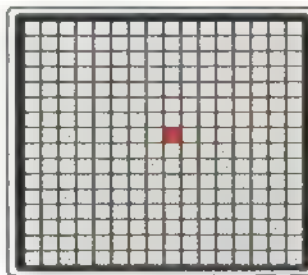
SPECIAL ART TECHNIQUES

Your first attempts at creating your own artwork might seem to be awkward, but as you get a feel for using the Mouse, and as you learn special techniques like the ones demonstrated below, you'll discover that you really can be a Mario Paint artist.

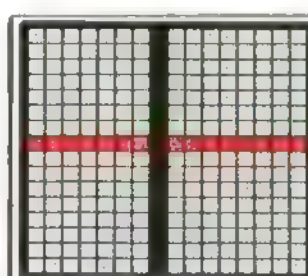
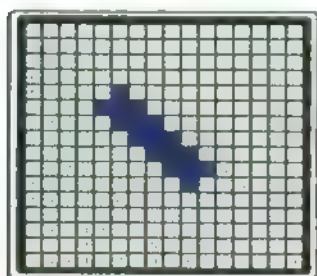
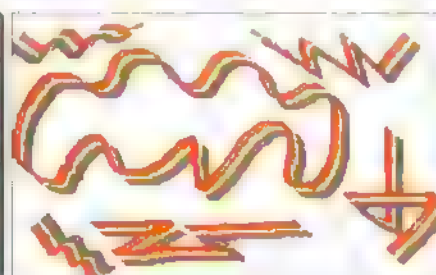
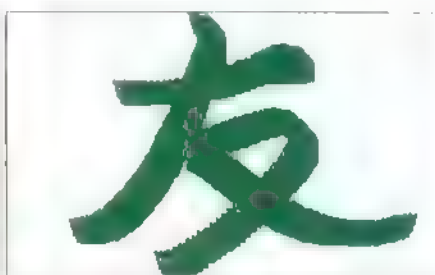
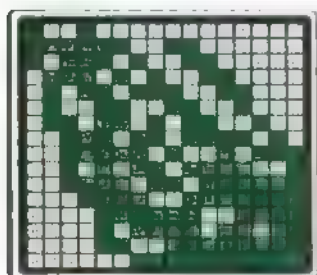


MAKE YOUR OWN DRAWING PENS

The paintbox has three pen sizes, but by using special stamps, you can make drawing tools for just about any purpose. To make the finest point possible save a stamp with a single dot filled in its center. Return to the drawing board and select that stamp to use as your drawing instrument. Experiment using a variety of stamps as your drawing tools. You'll be surprised at the interesting effects you can create.

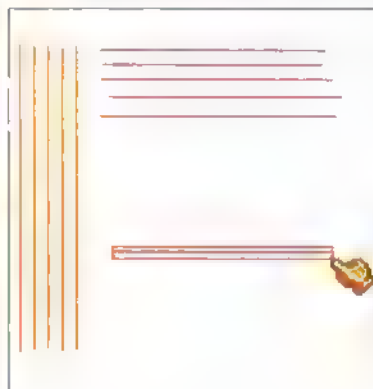
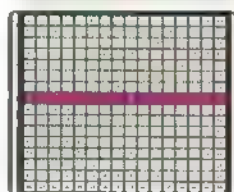
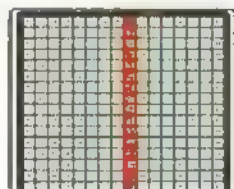


MINI-PEN



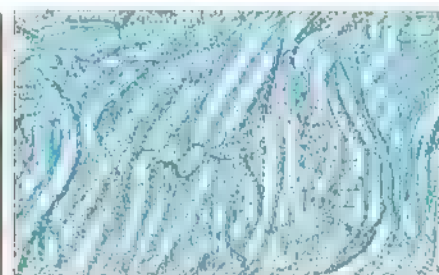
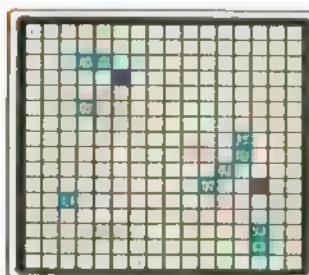
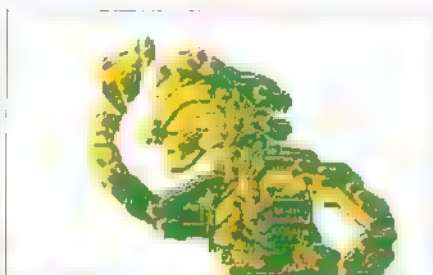
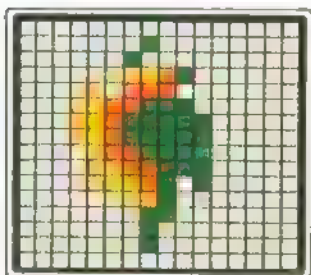
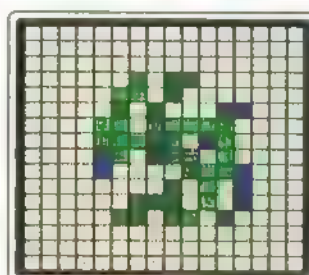
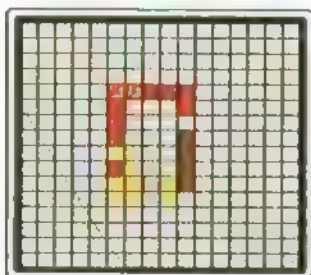
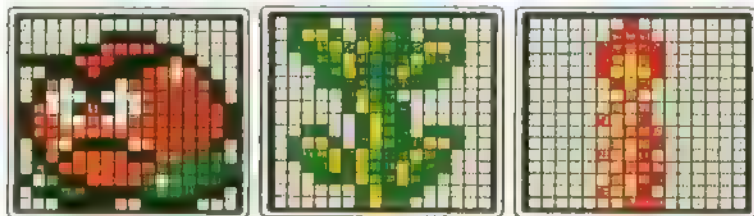
AN EASY WAY TO MAKE FINE LINES

You can also use custom stamps to make perfectly straight fine lines. Begin by making a stamp with a single horizontal or vertical line of color. Use the stamp to make a line on your canvas, then use the Copy Hand to duplicate it.



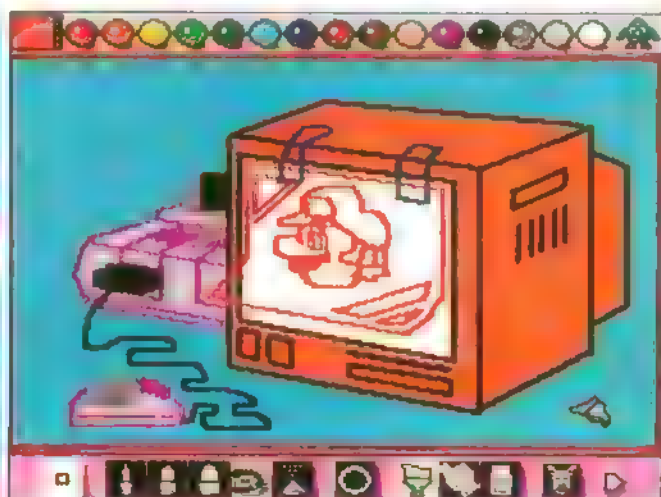
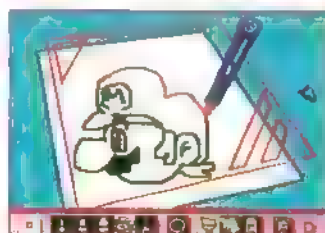
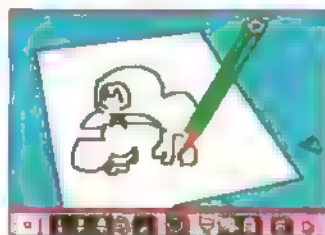
CHALLENGE THE MASTERS OF THE ARTS

Even using the existing stamps, you can create some interesting stylistic effects that may look surprisingly like some of the masters' techniques. Here, we've used a Goomba, a candle and a short length of vine to paint Van Gogh's self-portrait, which he painted with oils. A guy with a Goomba beard may not show up in the National Gallery of Art, but it is interesting!



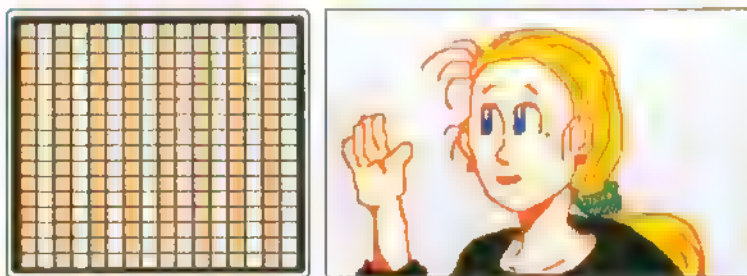
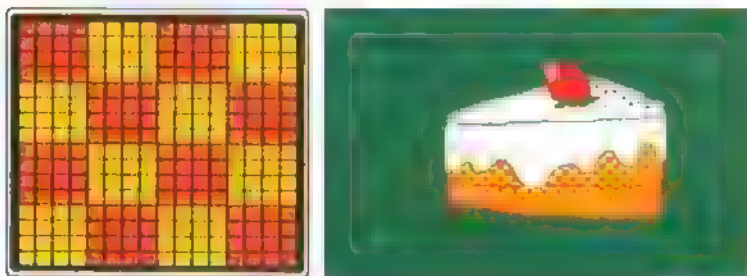
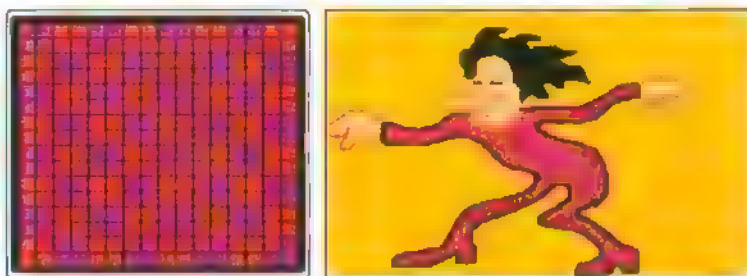
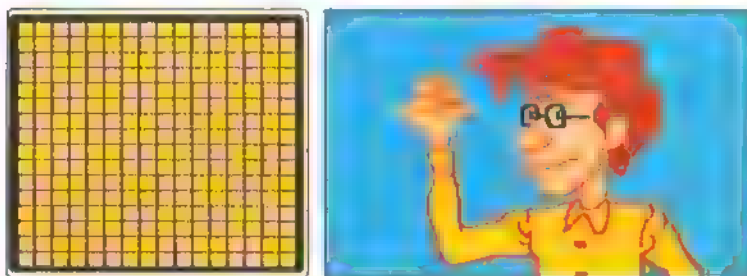
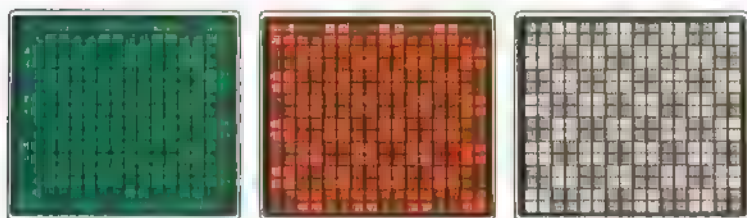
TRY TRANSPARENCIES

If you'd like to try recreating one of your drawings on Mario Paint but think it might be too complicated, try using this transparency technique. Put the transparency (or light tracing paper) over your drawing and trace its outline. Now tape the transparency over your screen and use the outline as your mouse's guide.



MIXING COLORS

The Mario Paint palette includes 15 basic colors, but you can create different shades by making stamps using a couple of colors in dot patterns. The cartridge actually includes 15 patterns that you can experiment with to get ideas for making your own. They're a fun change from solid colors.



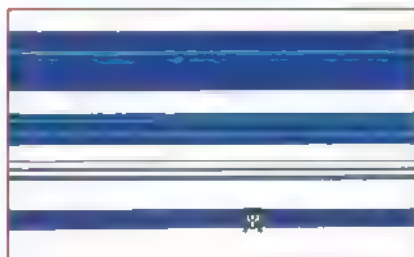
BRUSH STROKES

The Mario Paintbrush is a very useful tool. You can use it to quickly fill in large areas with a single color, but it's also useful for painting small areas. For the really tiny spots, you must be sure to put the white tip of the brush in the area you want to fill. If you're using more than one color and you don't want lines to show between them, draw the line where you want one to stop and another to start with one of those same colors.



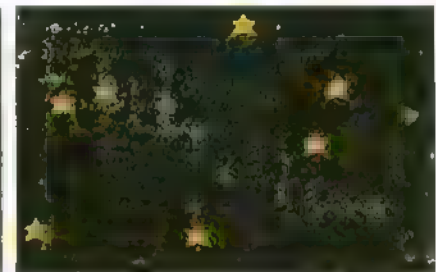
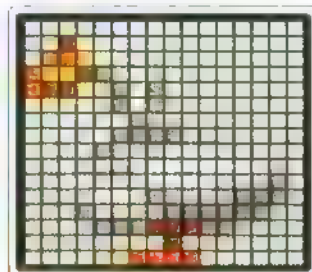
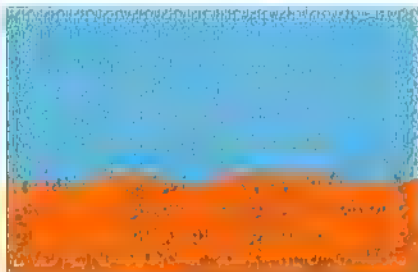
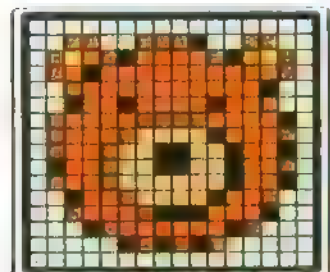
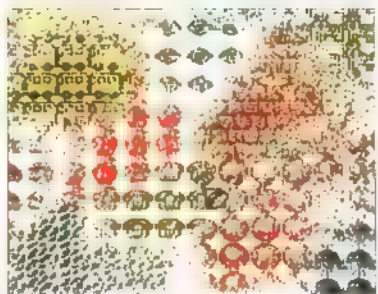
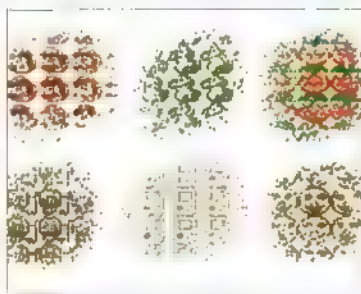
BRUSH LINES

An easy way to draw horizontal lines of any width is to use the Paintbrush. Choose a color and click to make it start filling space. Click again to make it stop.



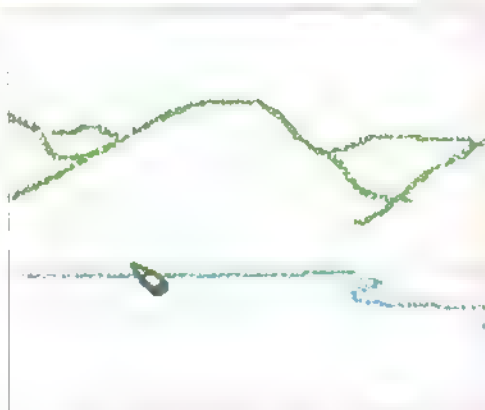
USING THE AIRBRUSH

The Airbrush lays down fine dots of whatever color you choose in a spatter pattern. The result is a much softer distribution of color than you get with any of the pens. And you aren't limited to spraying color—you can also spray using stamps. Play around with it. You might be surprised at how interesting a teddy bear beach or a goose night sky can be.

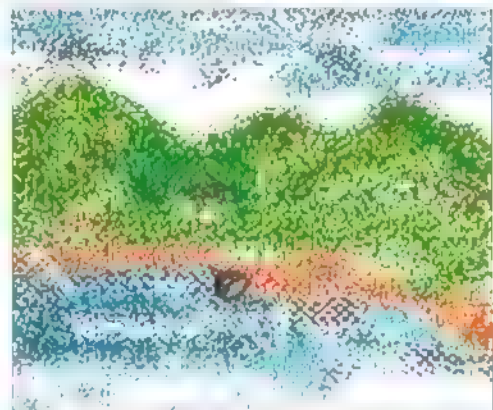


TRY AN AIRBRUSHED LANDSCAPE

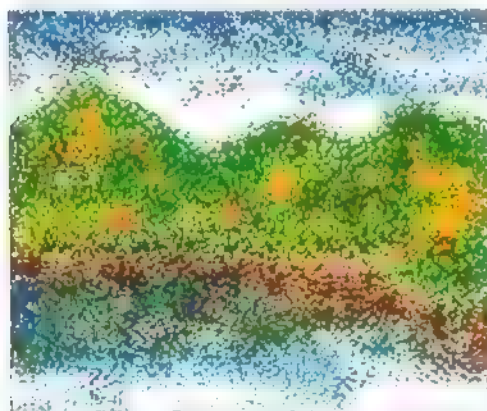
The soft effect of the Airbrush lends itself nicely to rendering landscapes and other natural settings. Start by outlining the general shape and placement of your background and middle-ground using the fine-tipped pen, then switch to the Airbrush and begin filling in color in the sky, mountains, shoreline and foreground water. When you've added all of the color you want, use some fine lines to create definition.



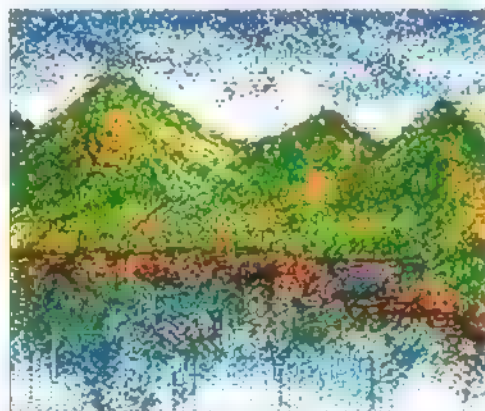
1 Select the line-tipped pen and outline placement of objects on your canvas with the colors you'll be filling them with. Once they're filled in, the lines will blend in and disappear.



2 Use the Airbrush to begin filling in color. Distribute color more heavily in some areas than others so you'll have shading to suggest the contours of the mountains.



3 Remember that you can use stamps to create interesting texture in your landscape. Here, we've used the house stamp to texture the base of the mountains.



4 Now, by using stamps of single dots, we've gone in and added detail. The fine lines that define the contours of the mountains were made by repeatedly using single dots.



5 To make the landscape look even more dimensional, you can add a larger object in the immediate foreground. Here, we've painted a tree through which you see the background.

DESIGN YOUR OWN STAMP MASTERPIECE

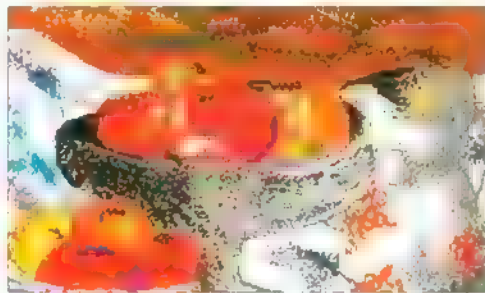
LOTS O' DOTS

Each stamp is a 16x16 grid, or 256 dots, and the full Mario Paint screen is 10= stamps high by 15= stamps wide. If you want to create your own masterpiece by filling in all of the individual dots, you'll have 41,664 of them to fill! With spaces for that many individual dots, you have the capacity for all the detail you might want. Take a look at the U.S. map we made using the full screen. You can save only 15 stamps at once, but if you create 15 and place them on your canvas, you can paint over the ones you no longer need. Just be sure to save your artwork as you add to it.



TRY THE TECHNIQUES OF SOME GREAT ARTISTS

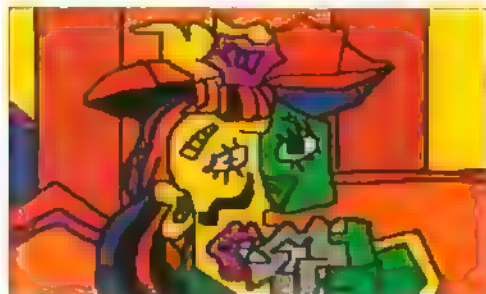
Now you can experiment with the styles of the world's great artists, without spattering a speck of paint. You might even want to plan your masterpiece on the Mario Paint canvas and use it as a guide for a real oil or watercolor painting. Here we present a gallery of styles made famous by well-known artists.



This still life is rendered in the style of French artist Paul Cezanne, who treated nature in terms of cylinder, sphere and cone. He suggested depth in his work through the use of color.



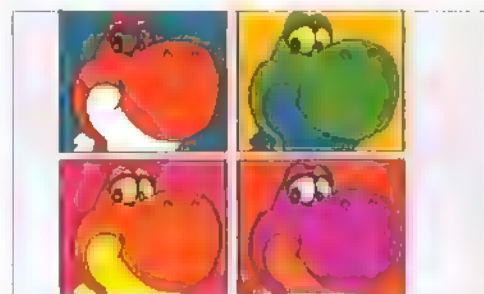
Here we've used an unlikely combination of stamps to imitate the work of Postimpressionist Vincent Van Gogh, whose early work focused on peasant life. Mario legs were used to streak the sky!



Picasso, one of the creators of Cubism, startled the world with his surrealist depictions of the Spanish Civil War. Juxtaposed shapes like those shown here are characteristic of his style.

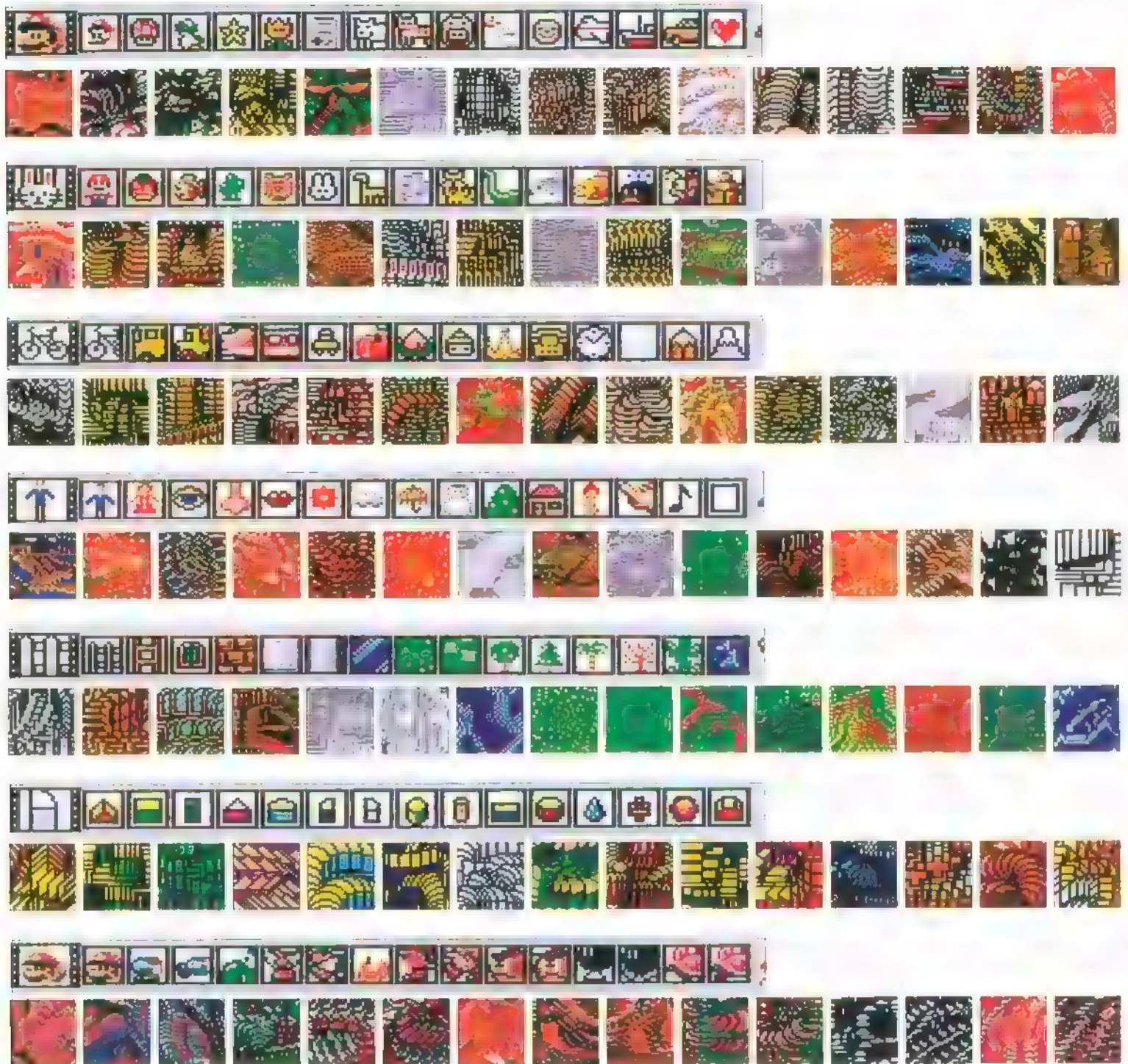


Spanish abstract painter Joan Miro was a pioneer of the Surrealist Movement. Miro's works are generally freely drawn in bright colors, similar to the Mario Painting shown above.



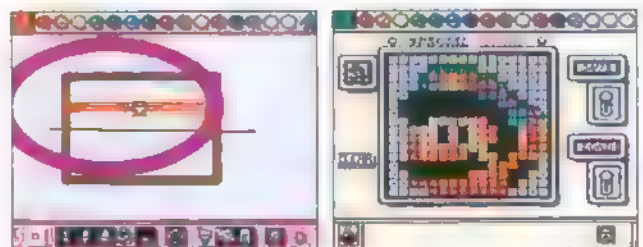
Andy Warhol was famous for taking the ordinary—such as a Campbell's soup can—and looking at it as a work of art. A pink and orange Yoshi? Why not? It's your call—make him any color you like.

TRY DRAGGING STAMPS TO MAKE PAINTINGS



LEARN FROM THE DEMOS

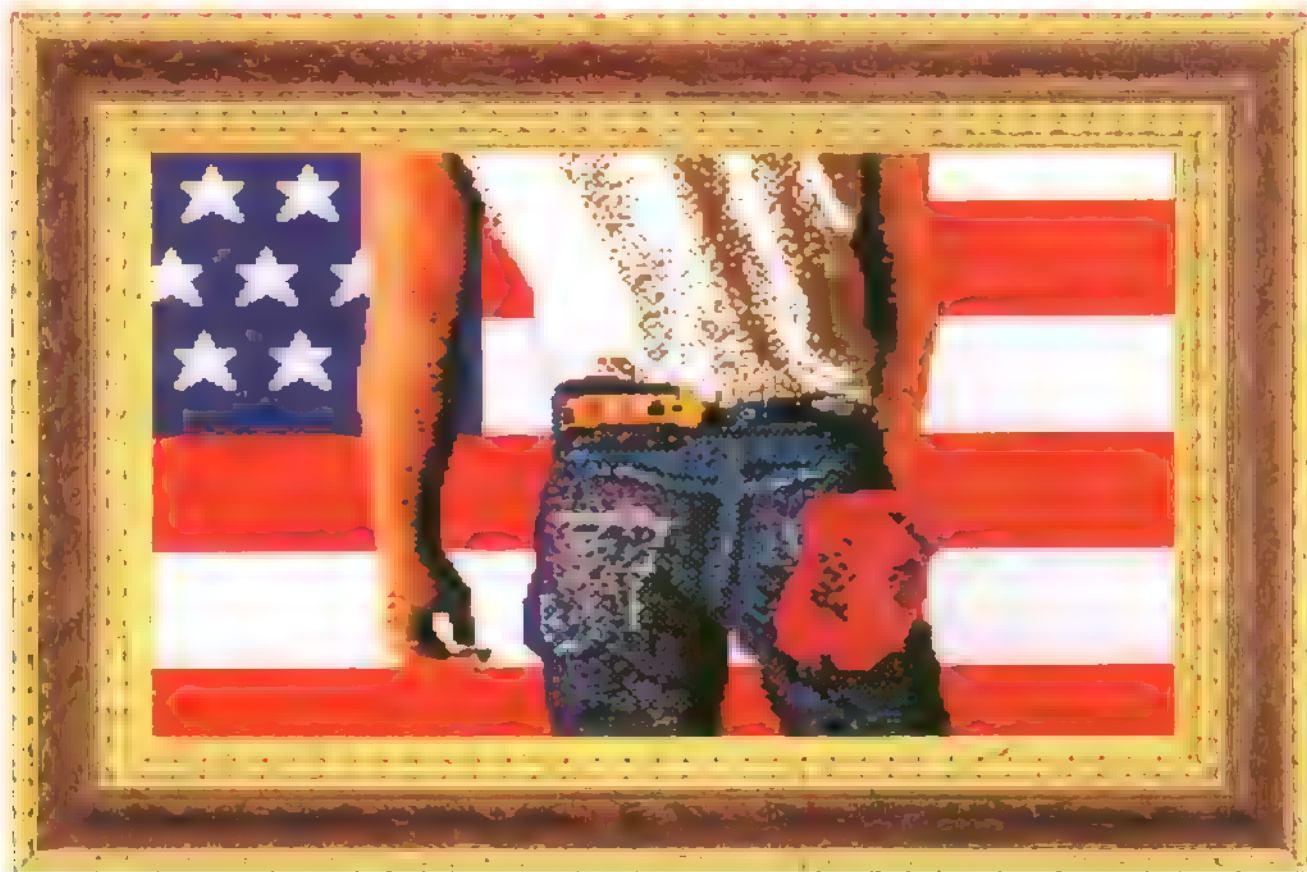
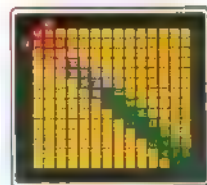
If you leave the game on the title screen for a few minutes, it will automatically go into one of five demonstration modes that teach you different techniques. Watch all five to learn the basics of Mario Painting.





MARIO PAINT GALLERY

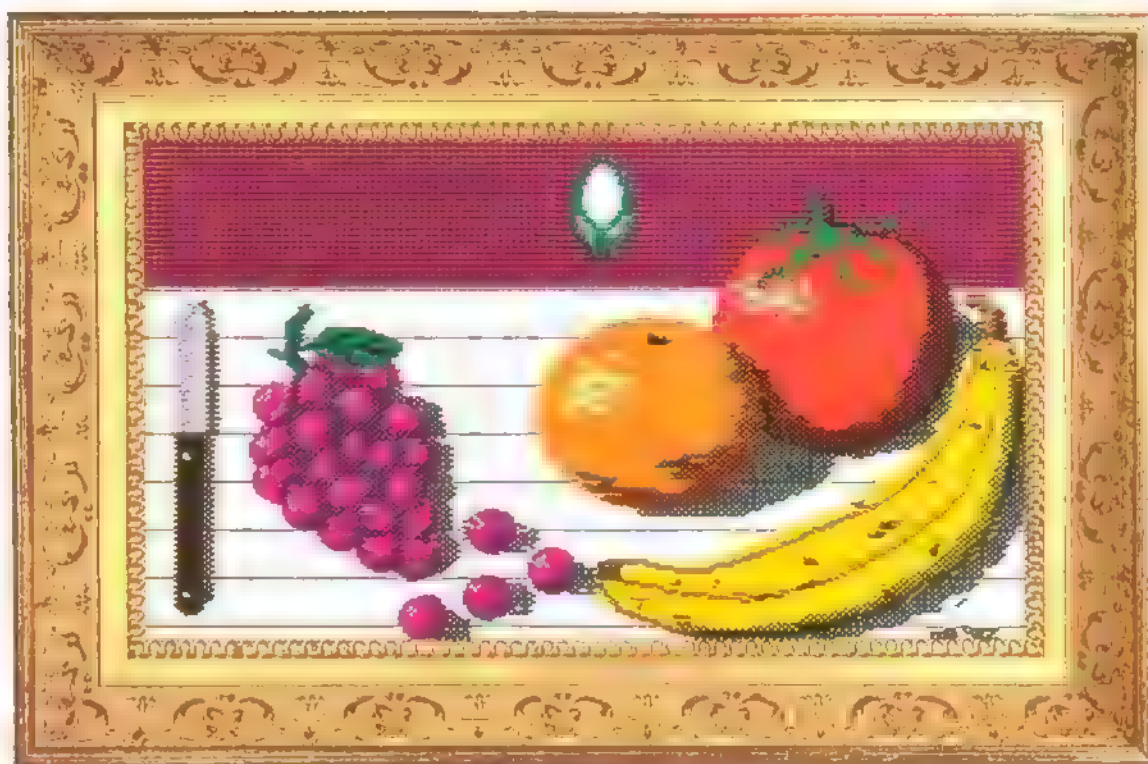
Take a moment to stroll through an unusual art gallery: the Mario Paint Art Gallery. On its walls you'll see a wide variety of artwork that uses myriad styles and takes advantage of many different techniques. The only thing they have in common is the medium that makes them possible: Mario Paint.



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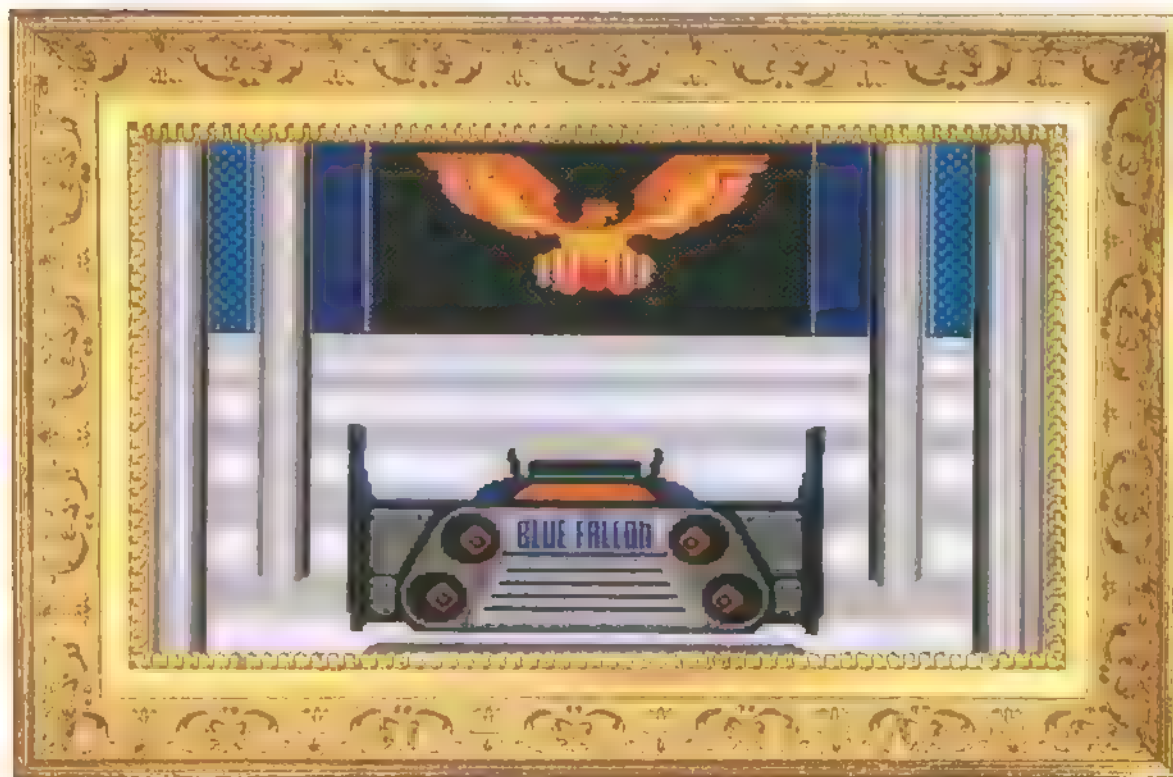
FOGGY LONDON



FULL SAIL



STEVIE'S WONDERS



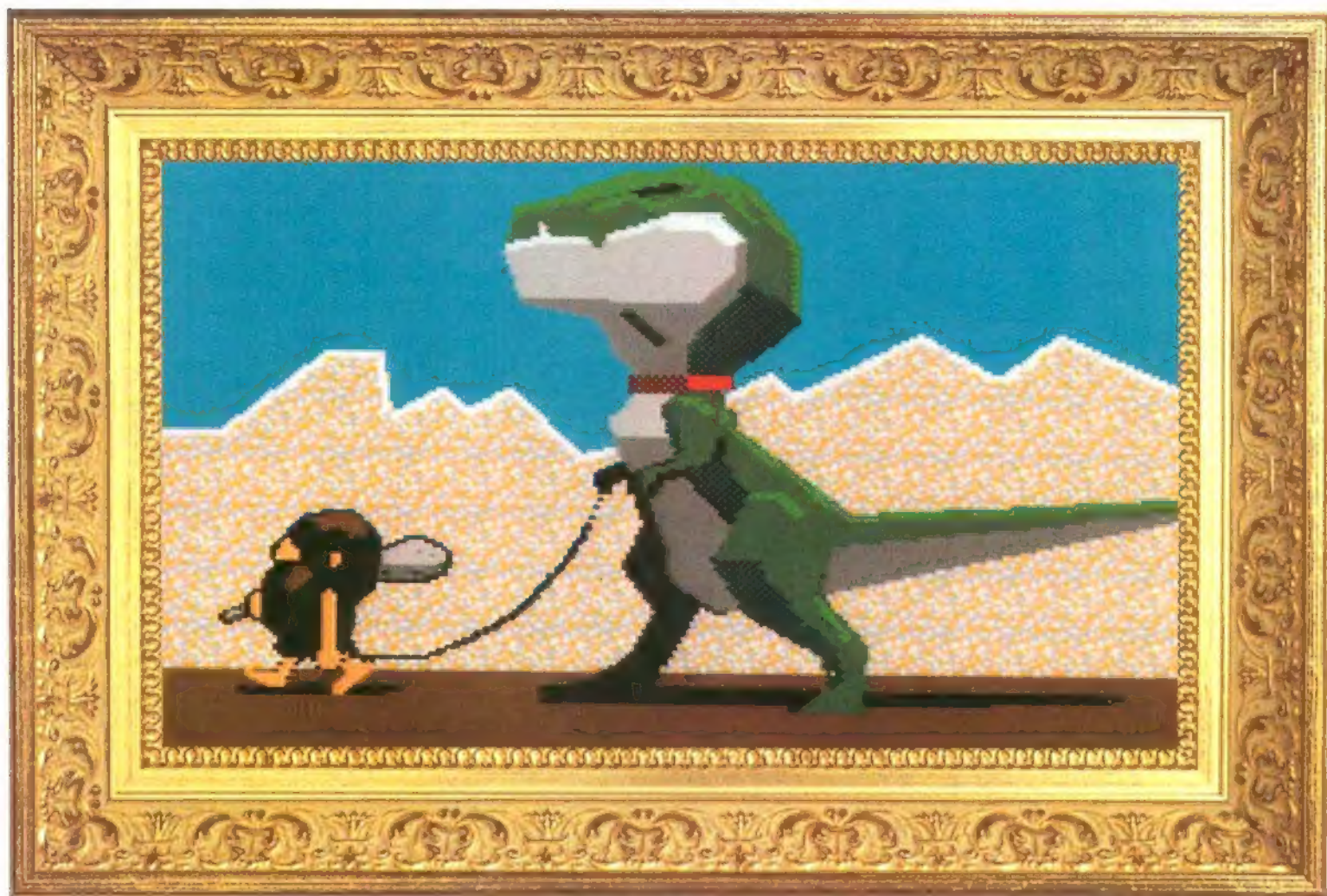
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